METAL GEAR SOLID THE LEGACY BOOK

METAL GEAR

A TACTICAL ESPIONAGE ACTION SERIES

Released in 1987, ***Metal Gear*** hinged on a unique, unconventional concept: overwhelm the enemy with stealth instead of combat. The game was remarkable for the 8-bit era, and players held their breath as they stealthily controlled their hero Solid Snake through the fortress nation Outer Heaven.

The series transitioned into 3D graphics at the end of the 20th century with its third installment, ***Metal Gear Solid***. ***MGS*** increased gameplay thrills with level designs and other features only possible in 3D, including a dynamic camera that switched angles for the best perspectives and first-person view mode for watching enemies. Writer-director Hideo Kojima conveyed the game's sharp, relevant message and won player's hearts worldwide.

The series continues to evolve, taking on new hardware platforms and new technologies. Konami marked the series' 25th anniversary by unveiling a demo created with the new proprietary FOX Engine. This glimpse into ***Metal Gear***'s future floored gamers with the sense that nothing is impossible.

The ***Metal Gear*** series remains fresh. It retains a large base of devoted fans culled over twenty-five years, and the FOX Engine demo proves that the franchise's evolution shows no sign of slowing down.

METAL GE

SAGA

A QUARTER CENTURY OF METAL GEAR HISTORY

Metal Gear is a series of tactical espionage action games that has an antiwar message in its game design by virtue of its emphasis on stealth over combat. What follows is a brief introduction to the seven titles bearing the "A Hideo Kojima Game" moniker—all of which the famous writer/director instills with the idea of wanting to convey something to the next generation.

1987

METAL GEAR

Solid Snake — a new operative in the Special Forces unit FOXHOUND — infiltrates the fortress nation Outer Heaven. The story details his search for the true nature of the doomsday device codenamed "Metal Gear" – and then destroy it. Along the way, a shocking betrayal comes to light.

1990

METAL GEAR 2 SOLID SNAKE

At the end of the 20th century, the world begins to enjoy a period of relative stability following the end of the Cold War. Regional conflicts settle until a central Asian nation named Zanzibarland takes up nuclear armaments. They abduct Dr Marv, and Solid Snake receives his new orders.

1998

TACTICAL ESPIONAGE ACTION METAL GEAR SOLID

The elite special forces unit FOXHOUND barricades itself on Shadow Moses, a small island off the Alaskan coast. They threaten to launch a nuclear strike unless they're delivered the remains of the legendary Big Boss. Solid Snake has 24 hours to infiltrate solo and thwart their attack.

2001

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

The story revolves around Big Shell, a massive offshore oil spill cleanup facility seized by Solid Snake – the man behind a tanker hijacking incident two years earlier. FOXHOUND dispatches its newest recruit, Raiden, to take down the enemy and free their hostages.

2004

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3

SNAKE EATER

The series rewinds to 1964 to reveal the origins of the Metal Gear Saga. Naked Snake slips into the Soviet Union with orders to assassinate his former mentor and close friend, The Boss, who recently defected. He also must destroy an experimental super-weapon and rescue Dr Sokolov.

2008

METAL GEAR SOLID 4

GUNS OF THE PATRIOTS

TACTICAL ESPIONAGE ACTION

The series jumps forward to 2014 when war is just another industry. Solid Snake embarks on a mission to assassinate Ocelot at the request his former commanding officer, Colonel Roy Campbell. Thus begins his final mission to prevent a massive uprising backed by private military companies (PMCs).

2010

TACTICAL ESPIONAGE OPERATIONS

METAL GEAR SOLID

PEACE WALKER

The series rewinds once more, this time to 1974. While handling various armed conflicts in Costa Rica, Snake investigates the truth behind The Boss's defection. He stumbles onto the Peace Walker Project, a program for a nuclear deterrence system that has already approached the point of no return.

1998

METAL GEAR SOLID

1999
METAL GEAR SOLID
INTEGRAL

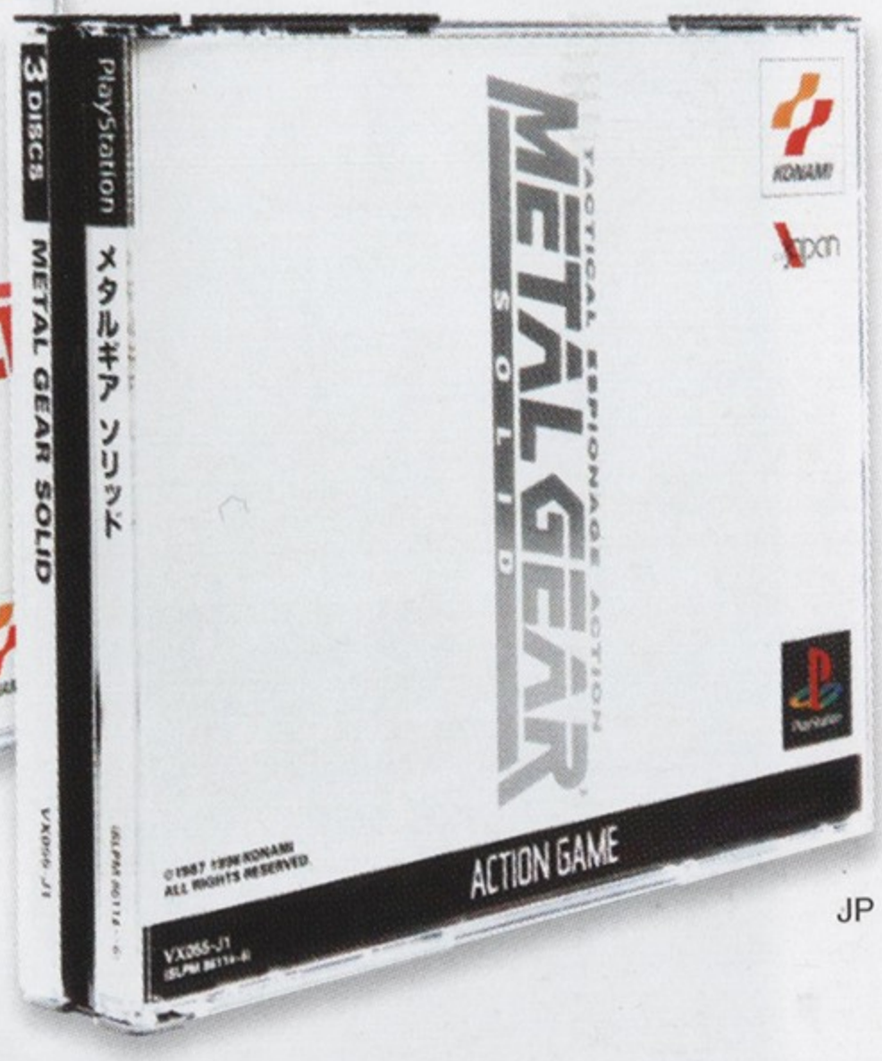
2006
METAL GEAR SOLID
BANDE DESSINÉE /
DIGITAL GRAPHIC NOVEL

GENE

You, not your genes, decide your destiny. On a remote Arctic island, stark warnings against a future of genetic engineering gone mad and nuclear proliferation resound in the aftermath of the Cold War. Set against a backdrop of asymmetric warfare, ***MGS*** tells a powerful, compelling tale of how one man's solo infiltration mission saves the world. The Solid poster art reflects this serious look at the world. The illustration's are by ***MGS***'s art director, Yoji Shinkawa.

EU

US



JP

EU

US

JP

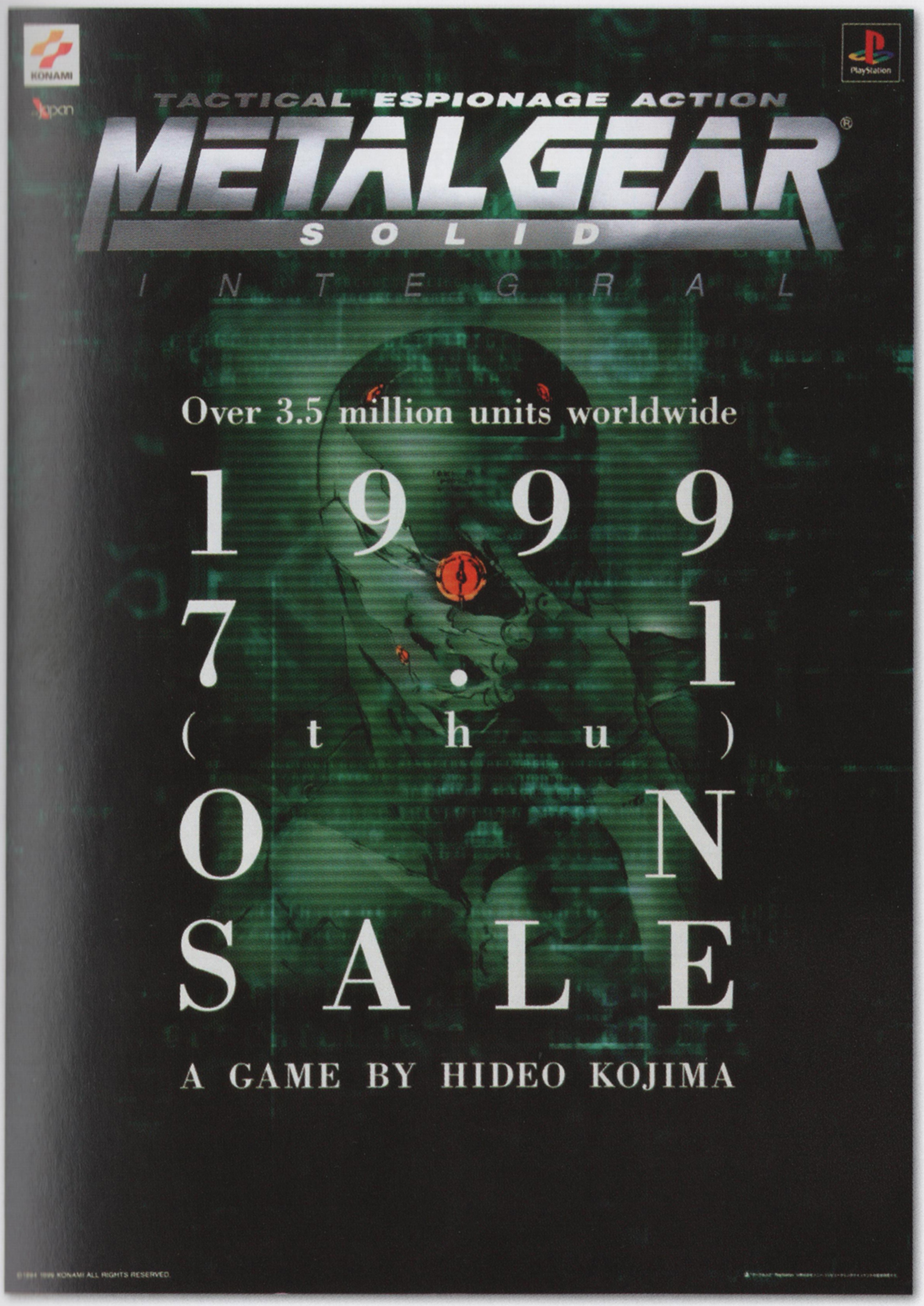
POSTER | JP | 515 x 728 mm

POSTER | JP | 515 x 728 mm

POSTER | JP | 515 x 728 mm

POSTER | JP | 515 x 728 mm

METAL GEAR SOLID INTEGRAL | POSTER | JP | 515 x 728 mm

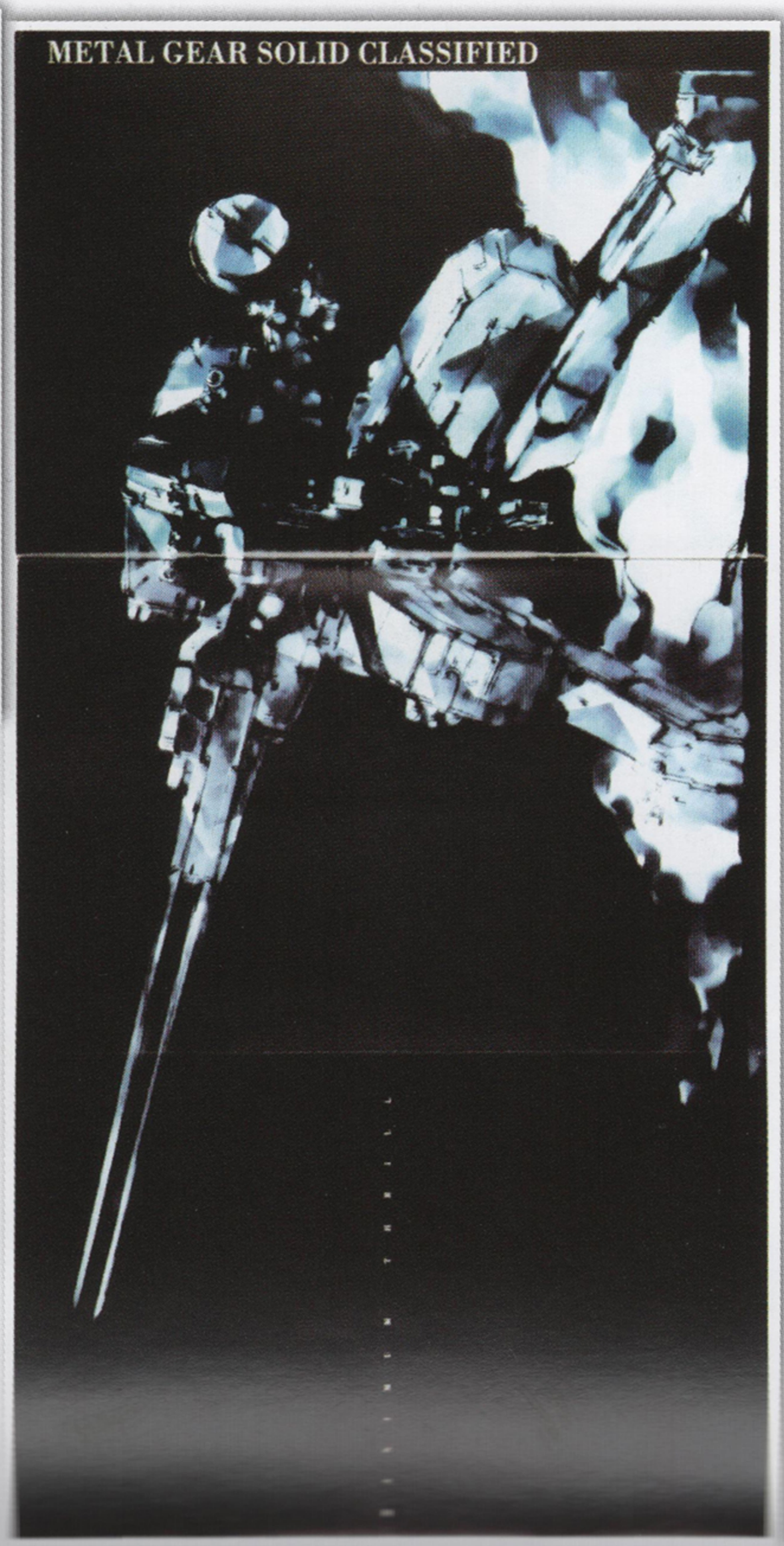


METAL GEAR SOLID INTEGRAL | POSTER | JP | 515 x 728 mm

METAL GEAR SOLID INTEGRAL | POSTER | JP | 364 x 515 mm

METAL GEAR SOLID INTEGRAL | POSTER | JP | 364 x 515 mm

POSTER | JP | 515 x 728 mm

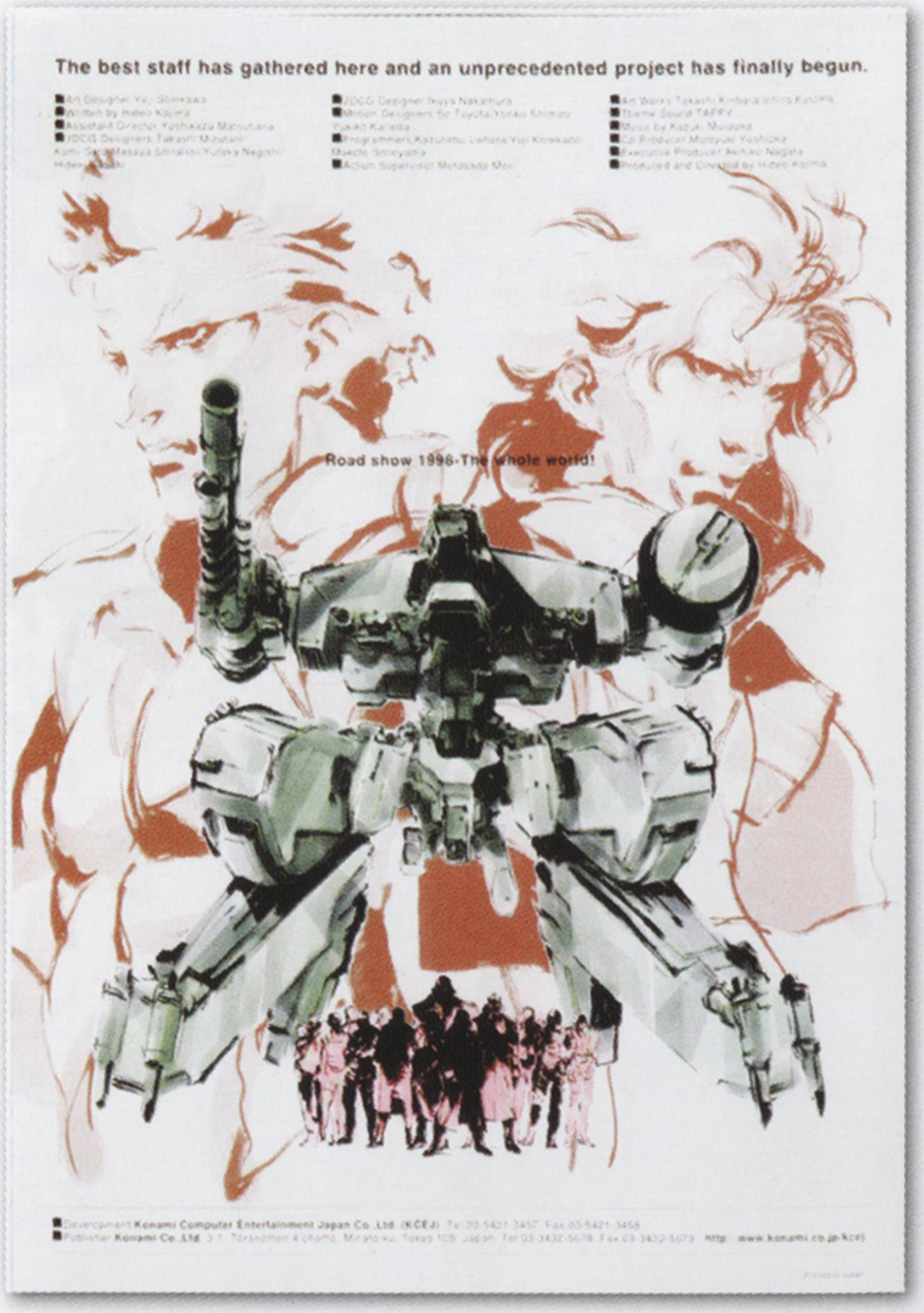


BOOKLET | PREMIUM PACKAGE | JP | 48P | 257 x 364 mm

A 48-page original booklet included in the *Metal Gear Solid Premium Package*.

Cover | Inside

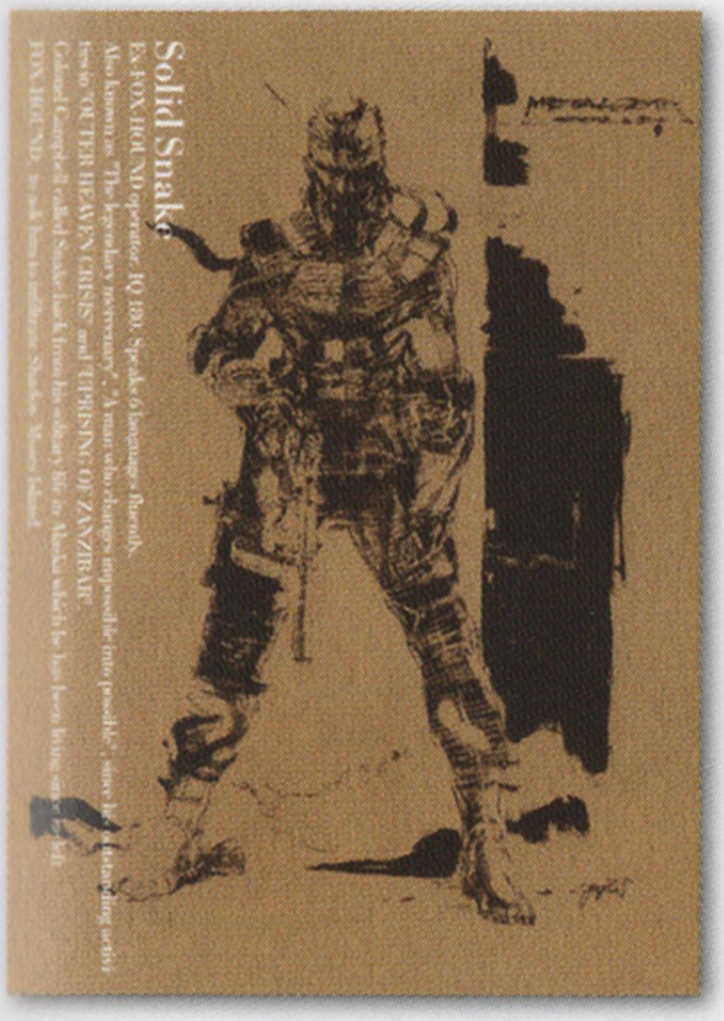
Full Foldout



The theme is anti-nuclear anti-war!
A real and precise world
Attractive characters to add vividness to this hard boiled world.
A new genre: Undercover espionage game!
A new expression of real-time full-polygon action!
A spy action game which surpasses any game!
The story
Technology
METAL GEAR

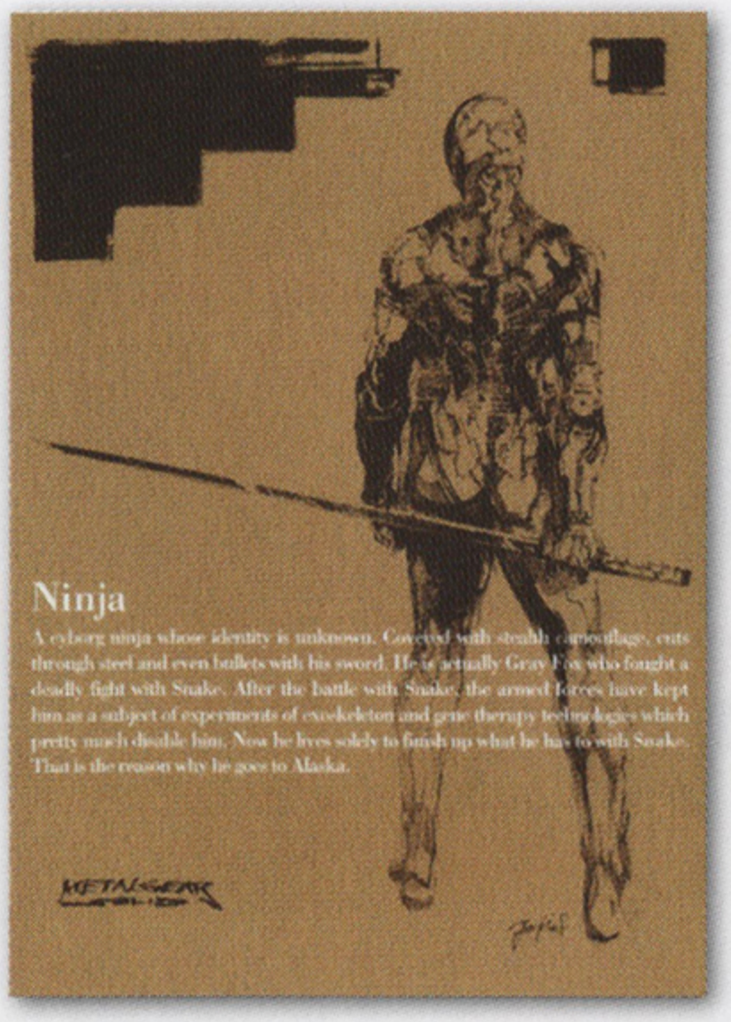
Back Cover | Front Cover | Inside | Full Foldout

PAMPHLET | E3 1997 | US | 8P | 210 x 297 mm



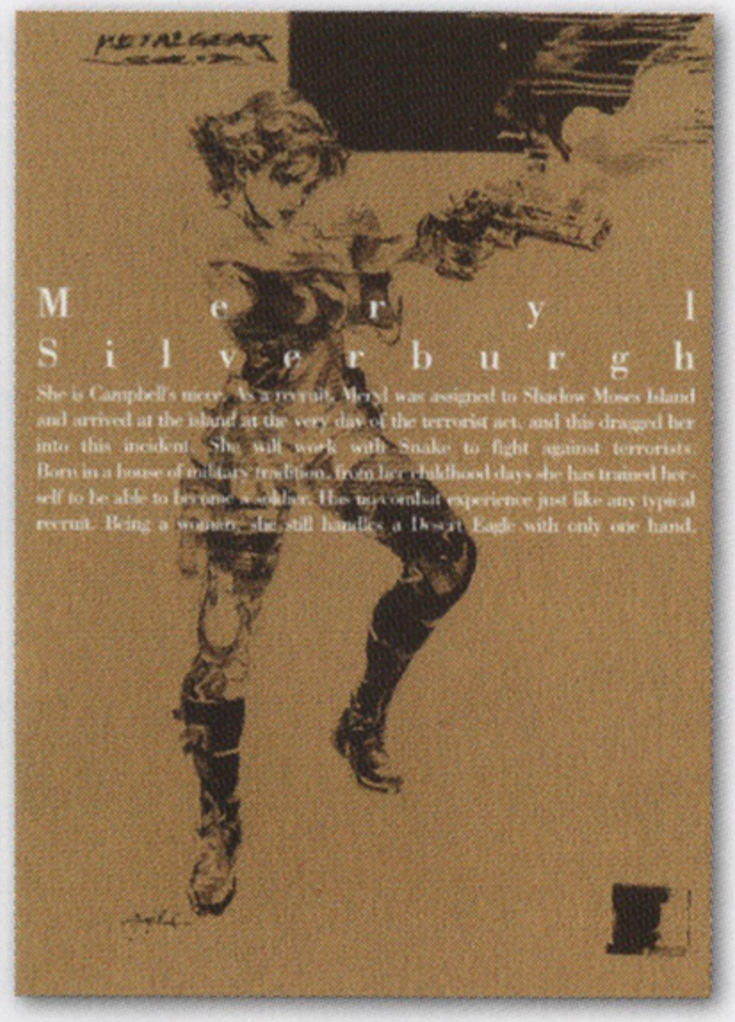
Solid Snake

Ex-FOX-HOUND operative. IQ 130. Speaks 6 languages fluently.
Also known as "The legendary mercenary". A man who changes into powerful "snake" since he was "OUTER HEAVEN CRISIS" and "UPRISING OF ZANZIBAR".
Colonel Campbell called Snake back from his military life to Alaska which he has been living with [illegible]
FOX-HOUND is a [illegible] Snake. Master [illegible]



Ninja

A cyborg ninja whose identity is unknown. Covered with stealth camouflage, cuts through steel and even bullets with his sword. He is actually Gray Fox who fought a deadly fight with Snake. After the battle with Snake, the armed forces have kept him as a subject of experiments of exoskeleton and gene therapy technologies which pretty much disable him. Now he lives solely to finish up what he has to with Snake. That is the reason why he goes to Alaska.



Meryl Silverburgh

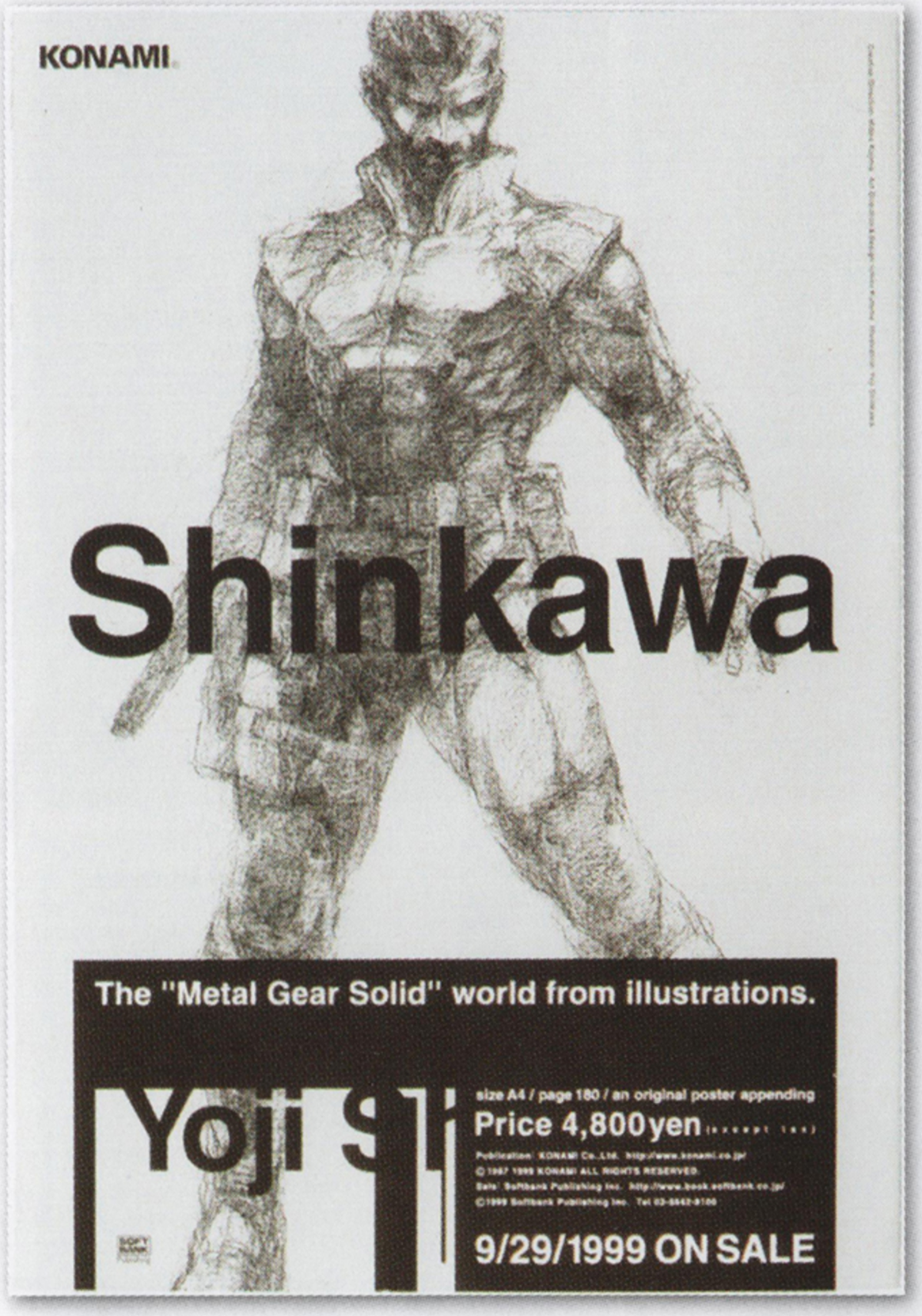
She is Campbell's niece. As a recruit, Meryl was assigned to Shadow Moses Island and arrived at the island at the very day of the terrorist act, and this dragged her into this incident. She will work with Snake to fight against terrorists. Born in a house of military tradition, from her childhood days she has trained herself to be able to become a soldier. Has no combat experience just like any typical recruit. Being a woman, she still handles a Desert Eagle with only one hand.

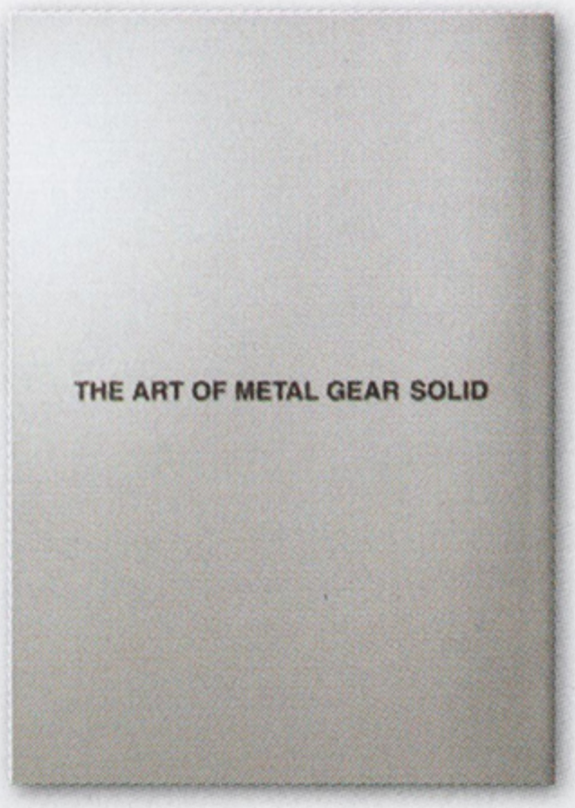
Revolver Ocelot

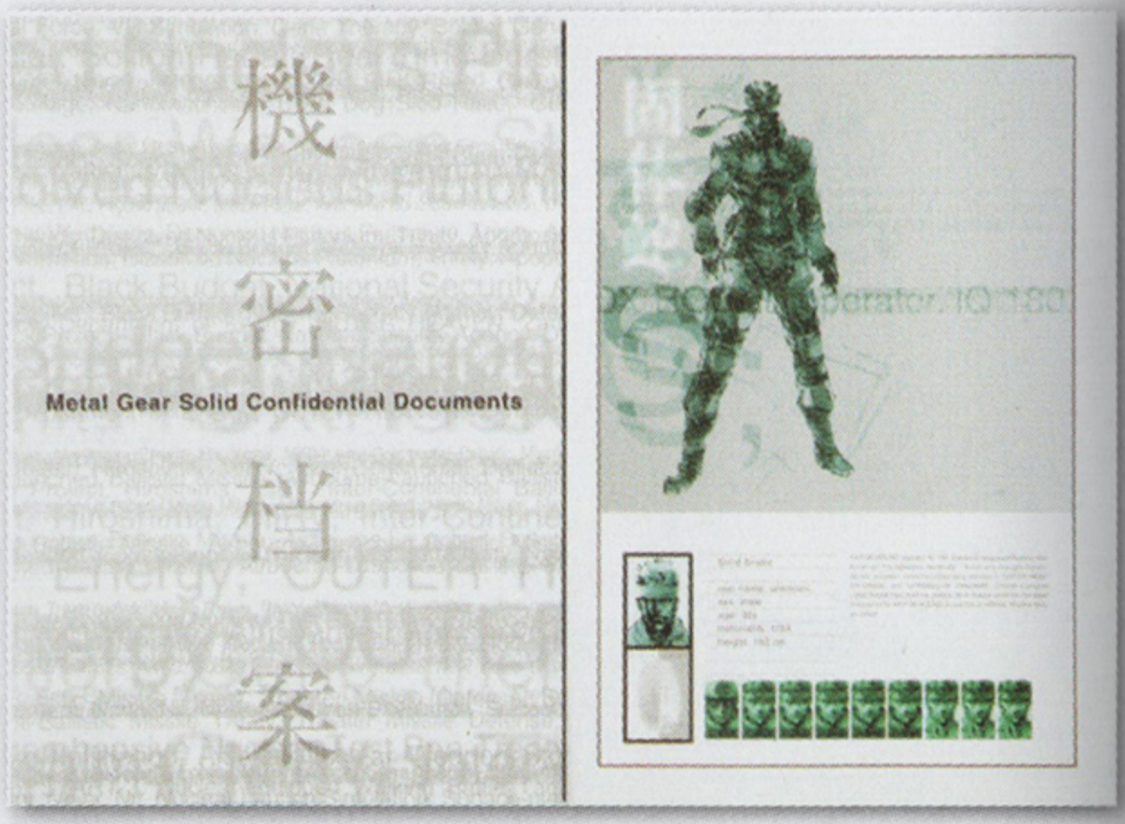
FOX-HOUND. Nationality: Unknown.
[illegible]

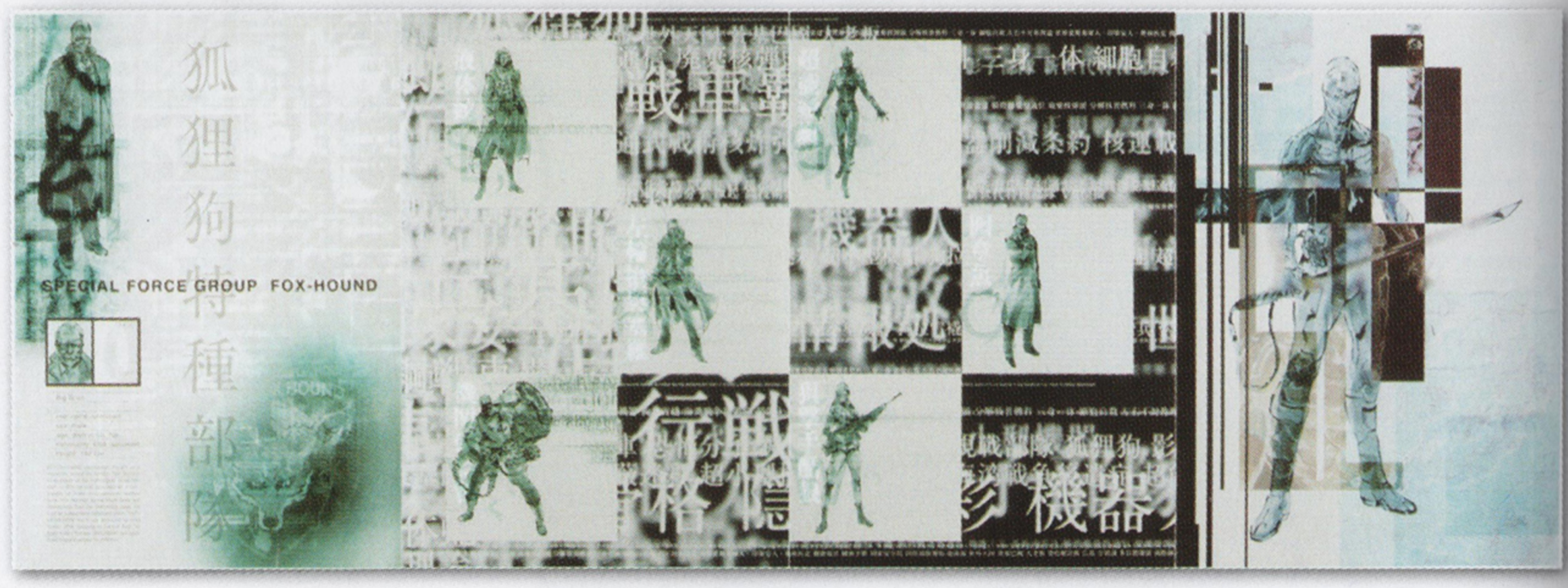
Sniper Wolf

A FOX-HOUND member. Female sniper. Her skills incredible [illegible] sniping skills made her a combat leader of FOX-HOUND. [illegible] Because of this [illegible] the Desert War [illegible] the U.S. Because of this [illegible] the personality she [illegible] the U.S. Because of this [illegible] the personality she [illegible] the U.S. Because of this [illegible] the personality she





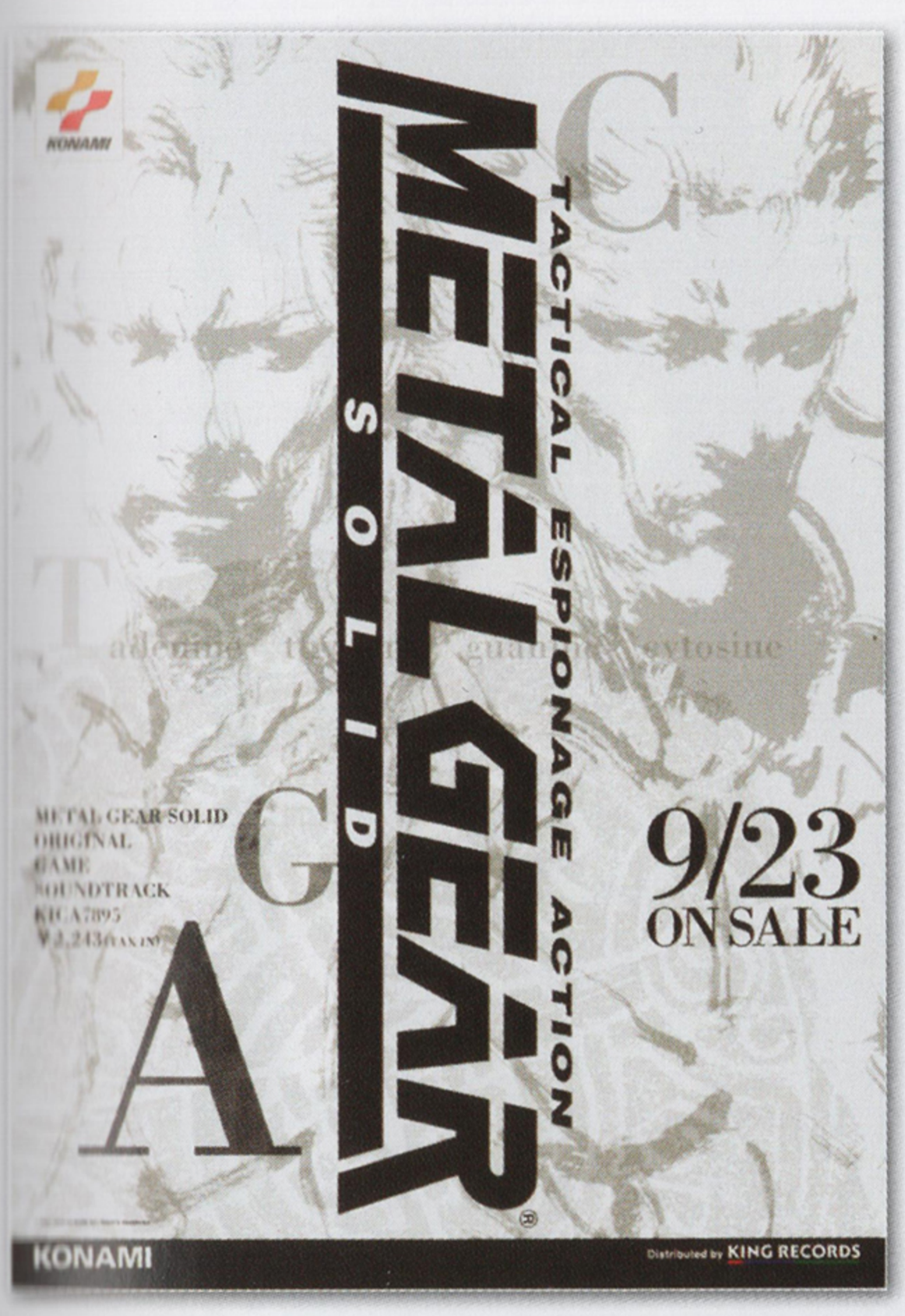




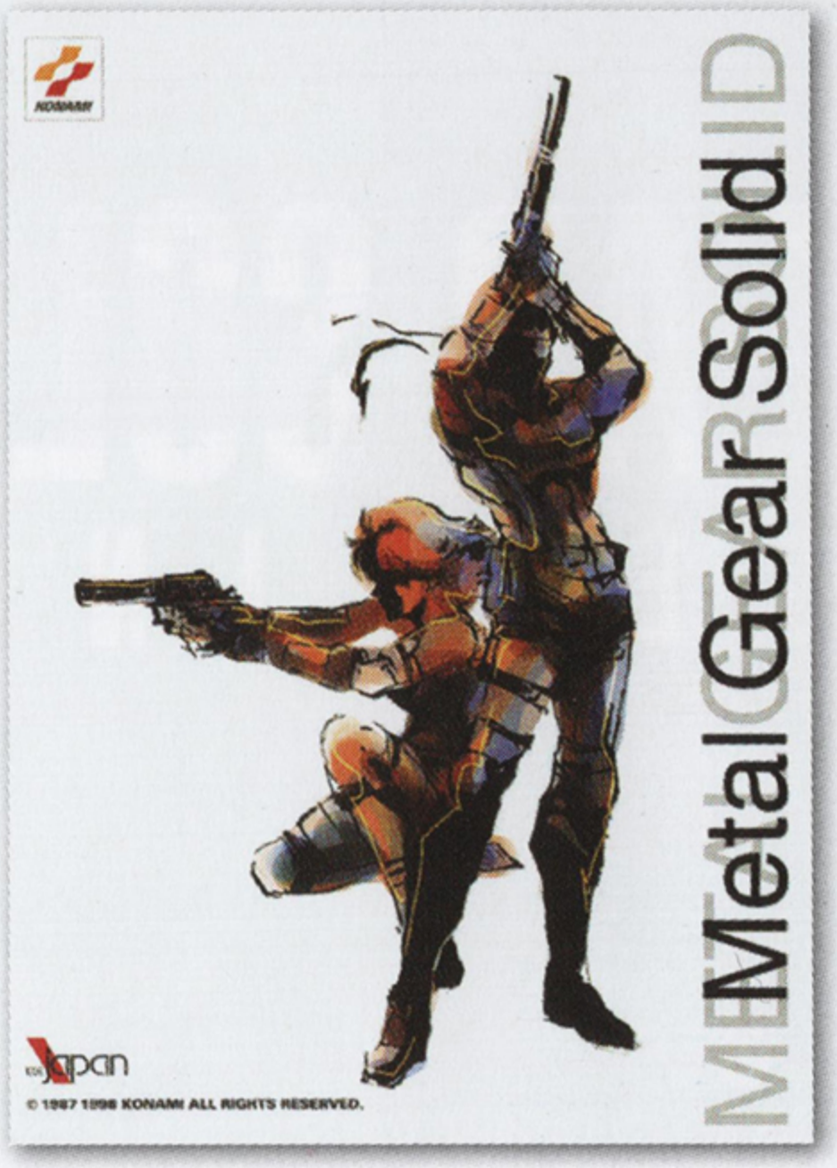
Front Cover | Back Cover | Inside | Full Foldout

PAMPHLET | JP | 210 x 297 mm

A pamphlet announcing the release of ***The Art of Metal Gear Solid 2 Sons of Liberty.***



METAL GEAR SOLID ORIGINAL GAME SOUNDTRACK
| FLYER | JP | 182 x 257 mm



POST CARD | JP | 105 x 148 mm

METAL GEAR SOLID BANDE DESSINÉE | POSTER | JP | 515 x 728 mm

A poster for a game based on Ashley Wood's comic adaptation of the ***Metal Gear Solid*** story.

KONAMI
CAUTION:
READ WITH CARE
AND TURN OVER THE PAGES SILENTLY
YOU WILL BE IN THE GRIP
OF A COMBINATION OF AWSOME ILLUSTRATIONS, ATMOSPHERIC SOUNDEFFECTS, BRILLIANT ANIMATION AND A THRILLING STORY.
WITH METAL GEAR SOLID DIGITAL GRAPHIC NOVEL YOU WILL DIVE DEEPER INTO THE EPIC UNIVERSE THAN EVER BEFORE. GATHER INFORMATION WITH THE ZOOM-FUNCTION AND FINDOUT BACKGROUNDS ON THE FAMOUS CHARACTERS AND THEIR RELATIONSHIPS.
SONY
16+
METAL GEAR SOLID
DIGITAL GRAPHIC NOVEL
GET ACQUINTED WITH PLACES AND OBJECTS - AND THE WHOLE WORLD OF METAL GEAR SOLID. ARE YOU READY TO BE CARRIED AWAY?
METAL GEAR SOLID
DIGITAL GRAPHIC NOVEL
PlayStation.Portable
WWW.KONAMI-EUROPE.COM/GAMES
WWW.KONAMISTYLE-EUROPE.COM
UMD
WWW.METALGEARSOLID.COM

METAL GEAR SOLID DIGITAL GRAPHIC NOVEL | ADVERTISEMENT | EU

Metal Gear Solid Band Dessinée was titled ***Metal Gear Solid Digital Graphic Novel*** in territories outside Japan.

2001
METAL GEAR SOLID 2
SONS OF LIBERTY

2002
METAL GEAR SOLID 2
SUBSTANCE

2008
METAL GEAR SOLID 2
BANDE DESSINÉE /
DIGITAL GRAPHIC NOVEL

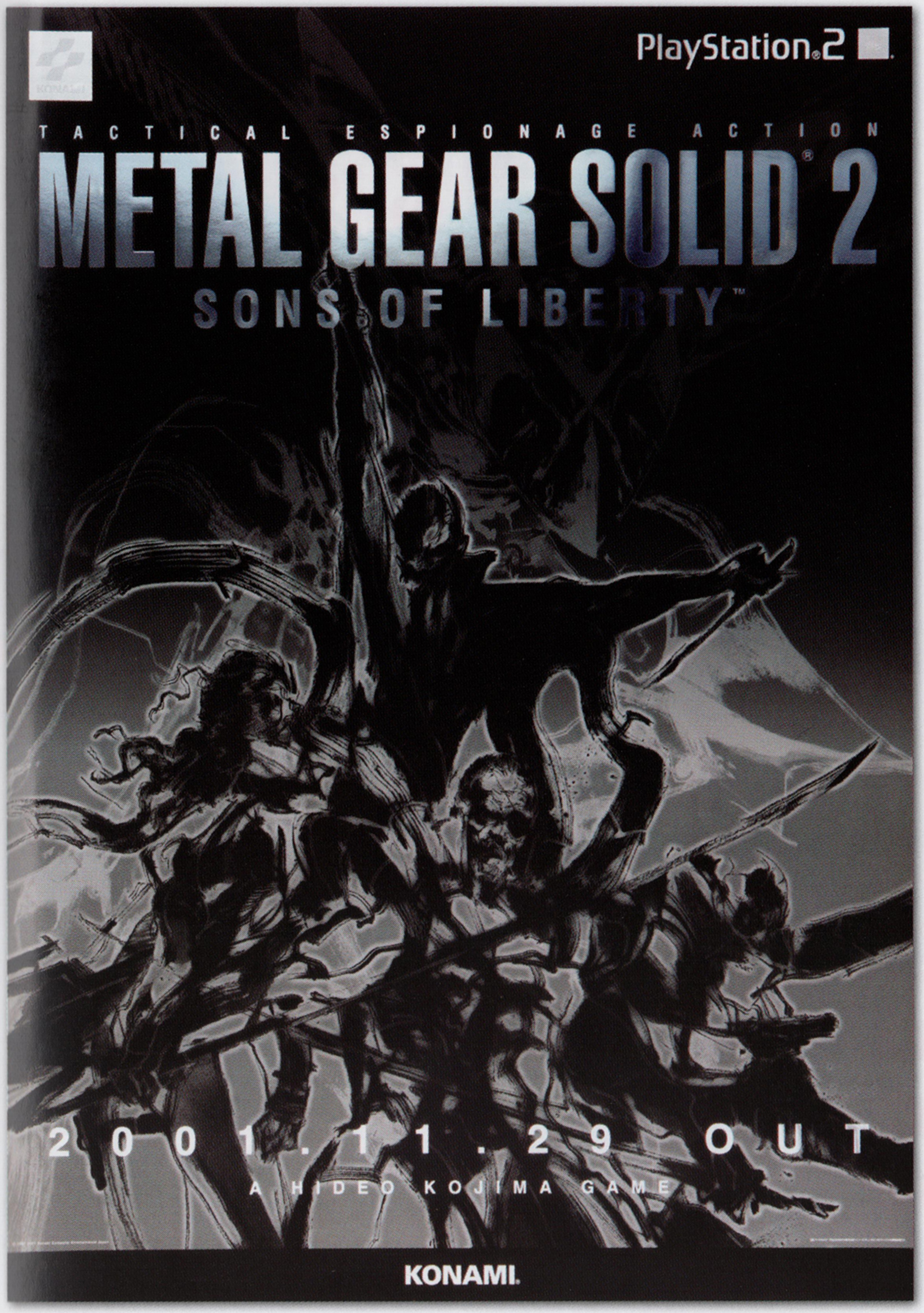
MEME

How does information not encoded in our genes – history, values, culture, morals, and traditions – transfer to future generations? How must the digital age transform how we pass along that information? Set off the coast of New York, this ambitious title reveals an increasingly complex information-based society and the challenges it poses to people's minds, war, and the future. This title is well represented by the poster art's vivid, powerful rendering of the game's two main characters.

METAL GEAR SOLID 2

PlayStation.2
KONAMI
METAL GEAR SOLID 2
SONS OF LIBERTY
15
EU
PlayStation.2
METAL GEAR SOLID 2
SONS OF LIBERTY
MATURE
M
ESRB
US
PlayStation.2
KONAMI
METAL GEAR SOLID 2
SONS OF LIBERTY
このゲームには
暴力シーンや
グロテスクな表現が
含まれています。
KONAMI
JP

POSTER | JP | 515 x 728 mm



POSTER | JP | 515 x 728 mm

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™

2001.11.29 OUT

KONAMI.

PlayStation 2

KONAMI

Raiden

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™

2001.11.29 OUT

KONAMI.

PlayStation 2

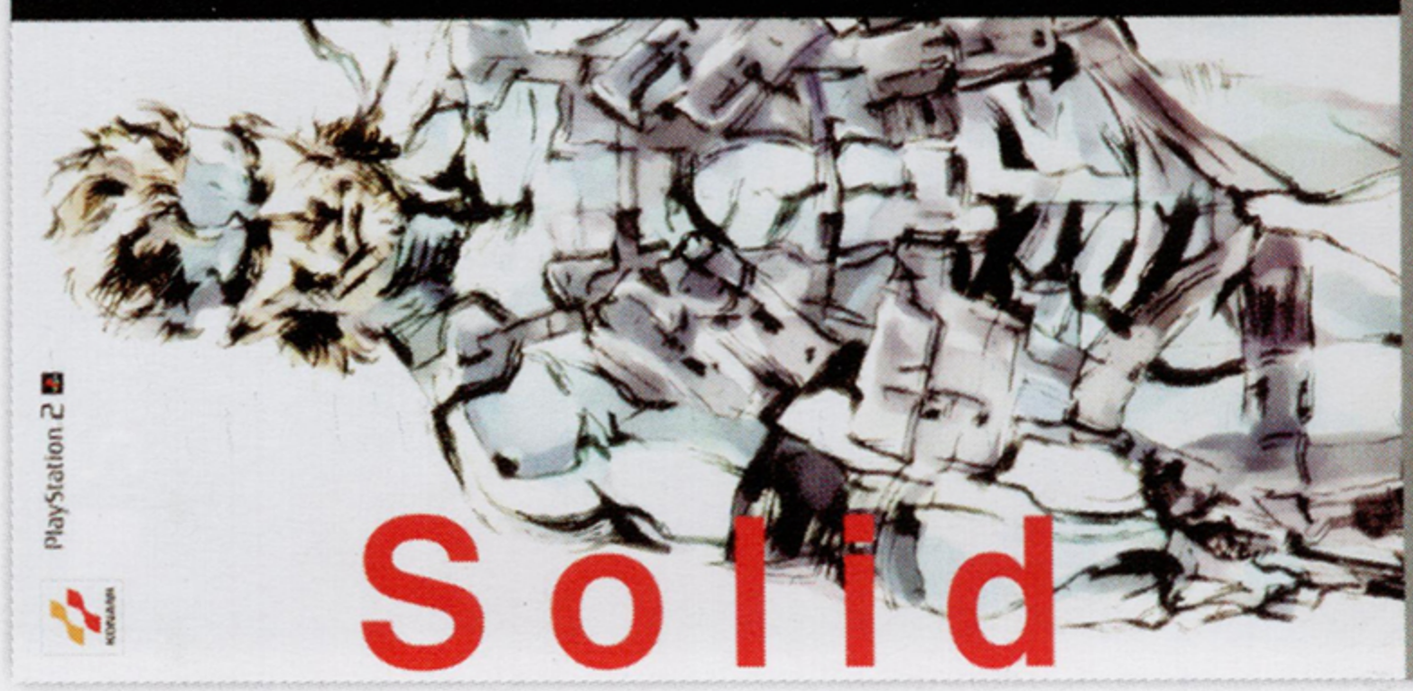
KONAMI

Ocelot

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™



2001.11.29 OUT

KONAMI.

PlayStation 2

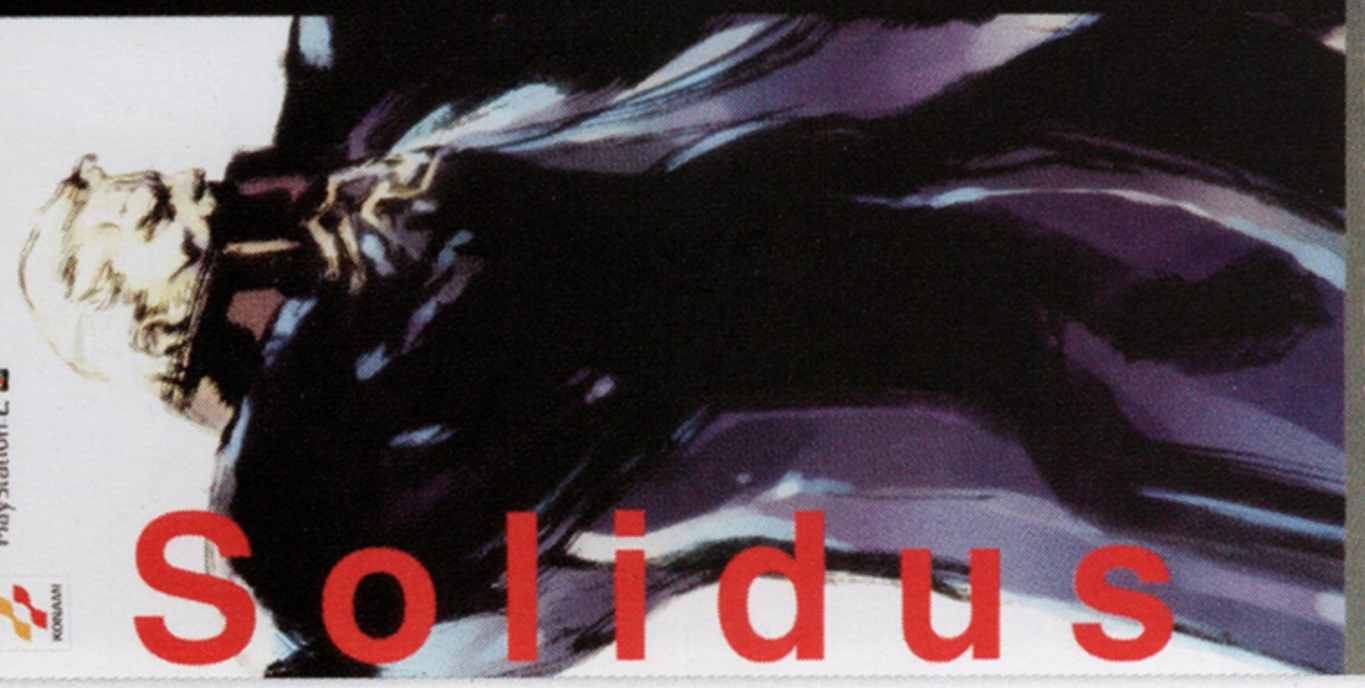
KONAMI

Solid

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™



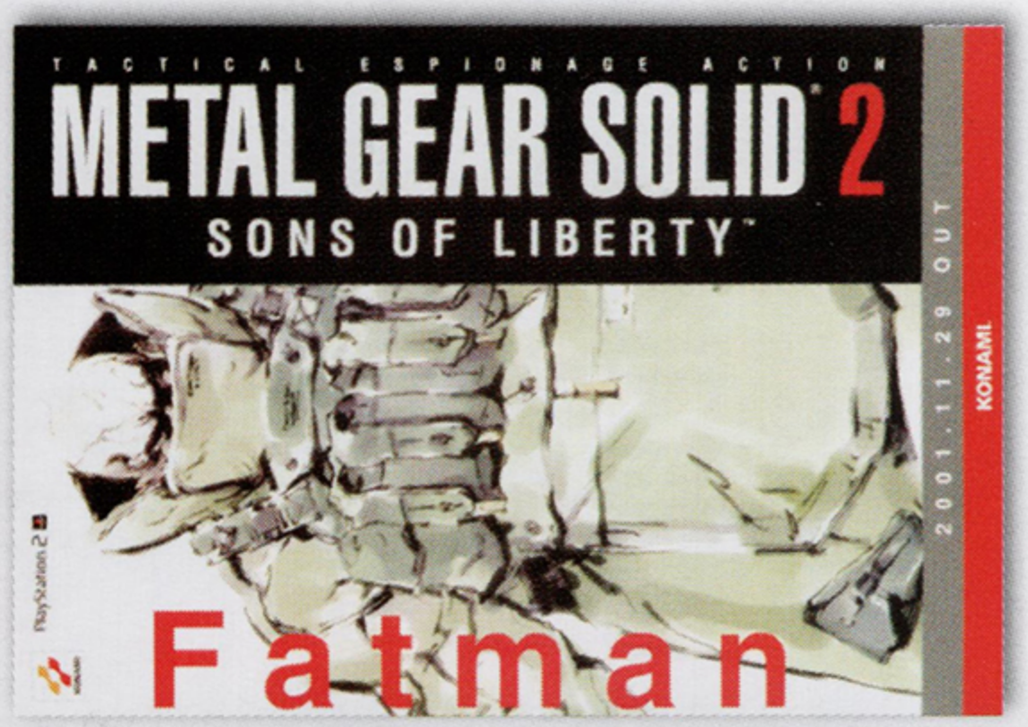
2001.11.29 OUT

KONAMI.

PlayStation 2

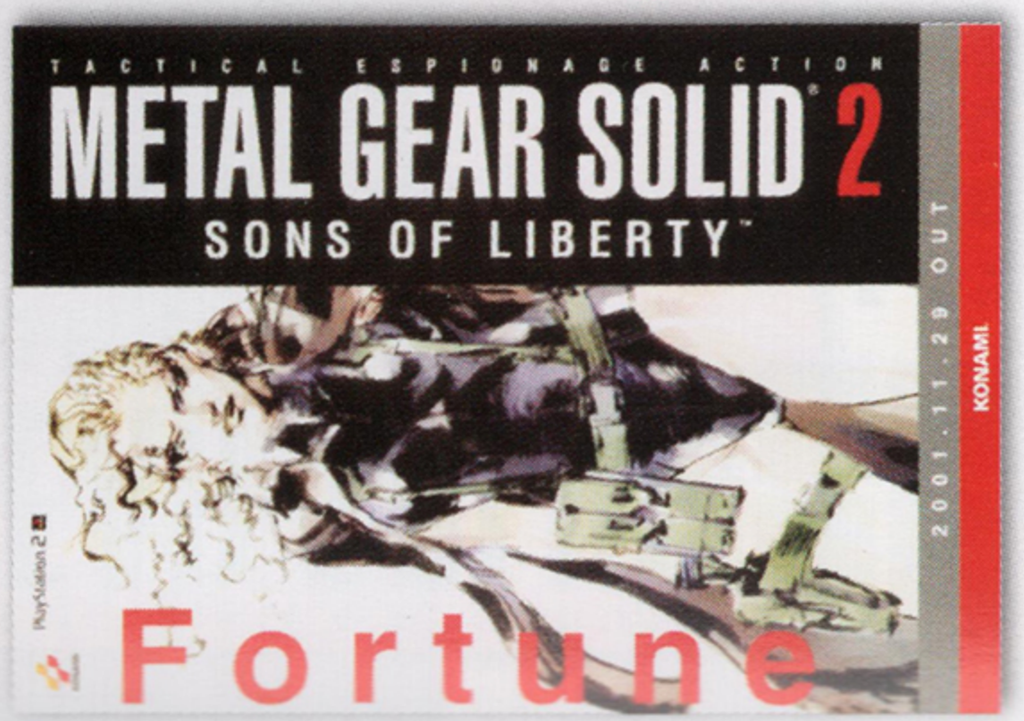
KONAMI

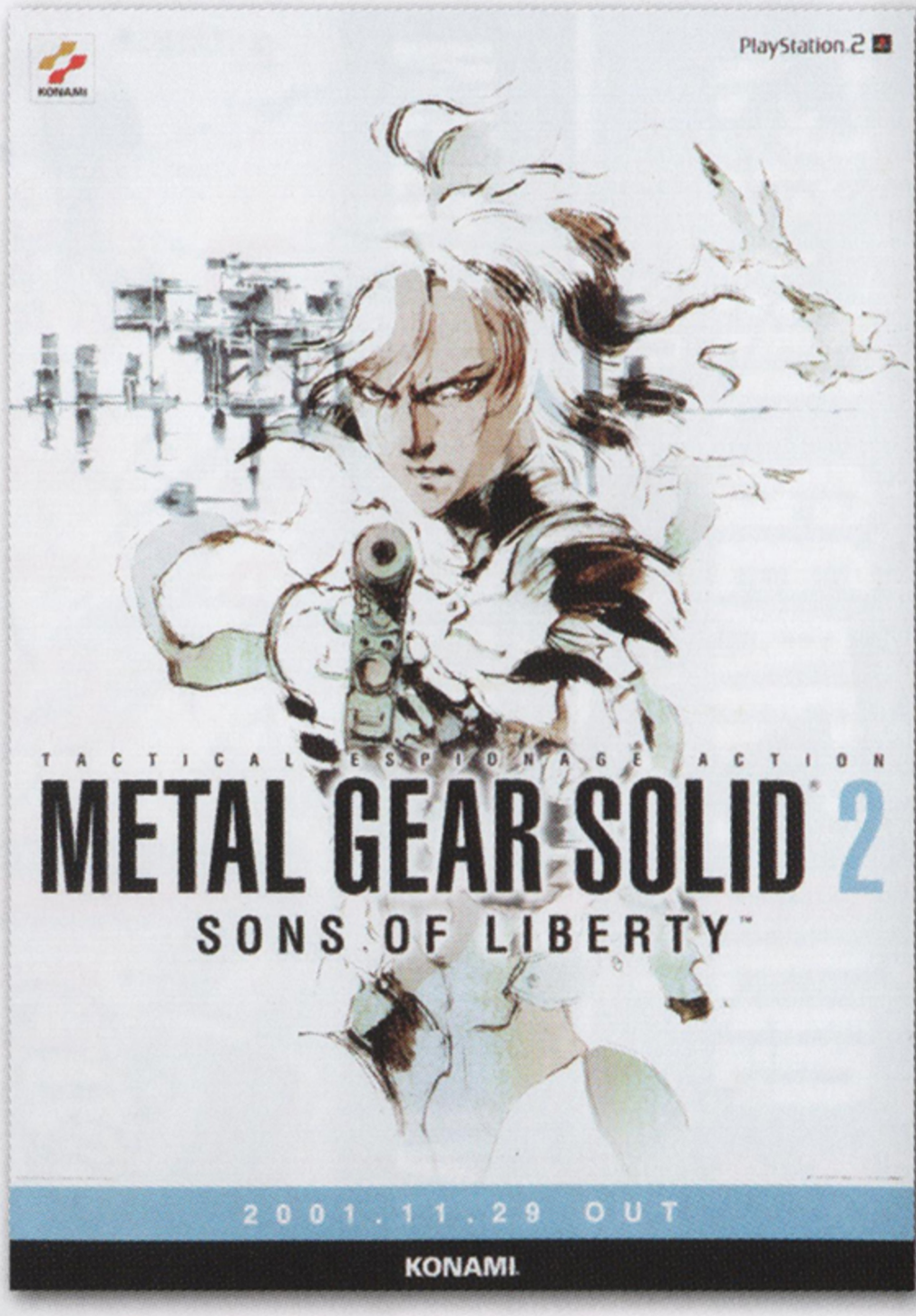
Solidus

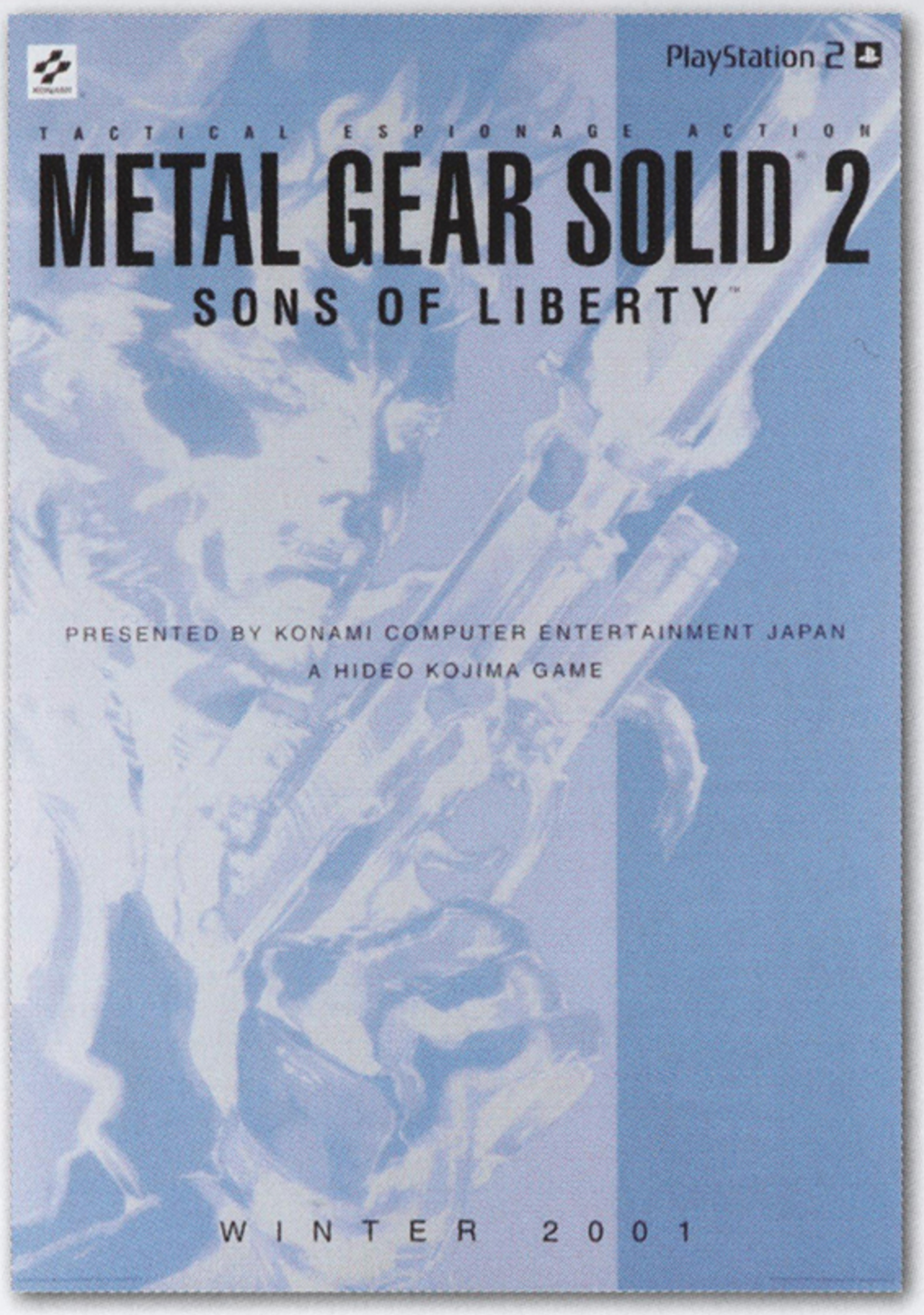


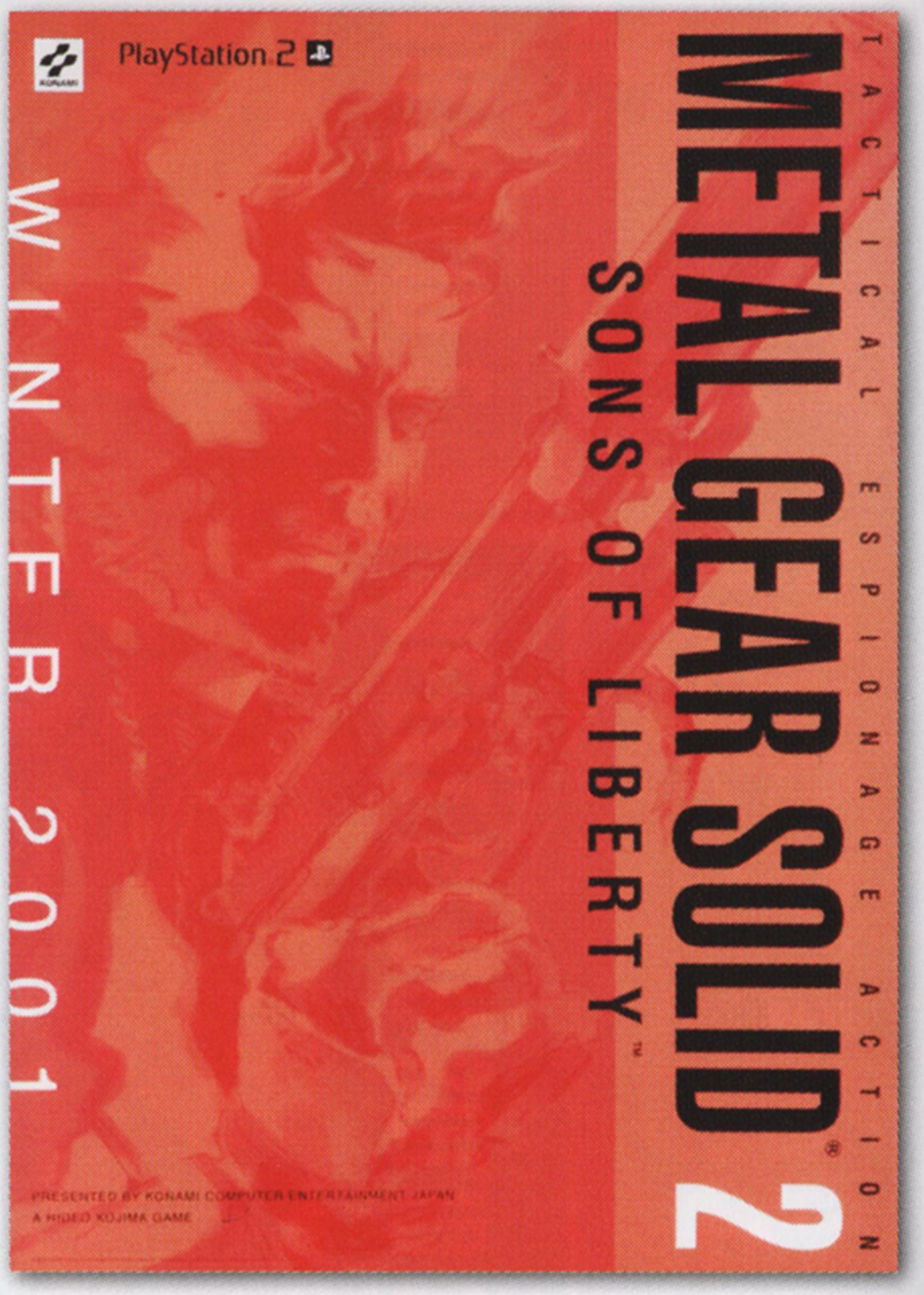
POSTER | **JP** | **364 x 515 mm**

Twelve unique posters of the characters that appear in the game.









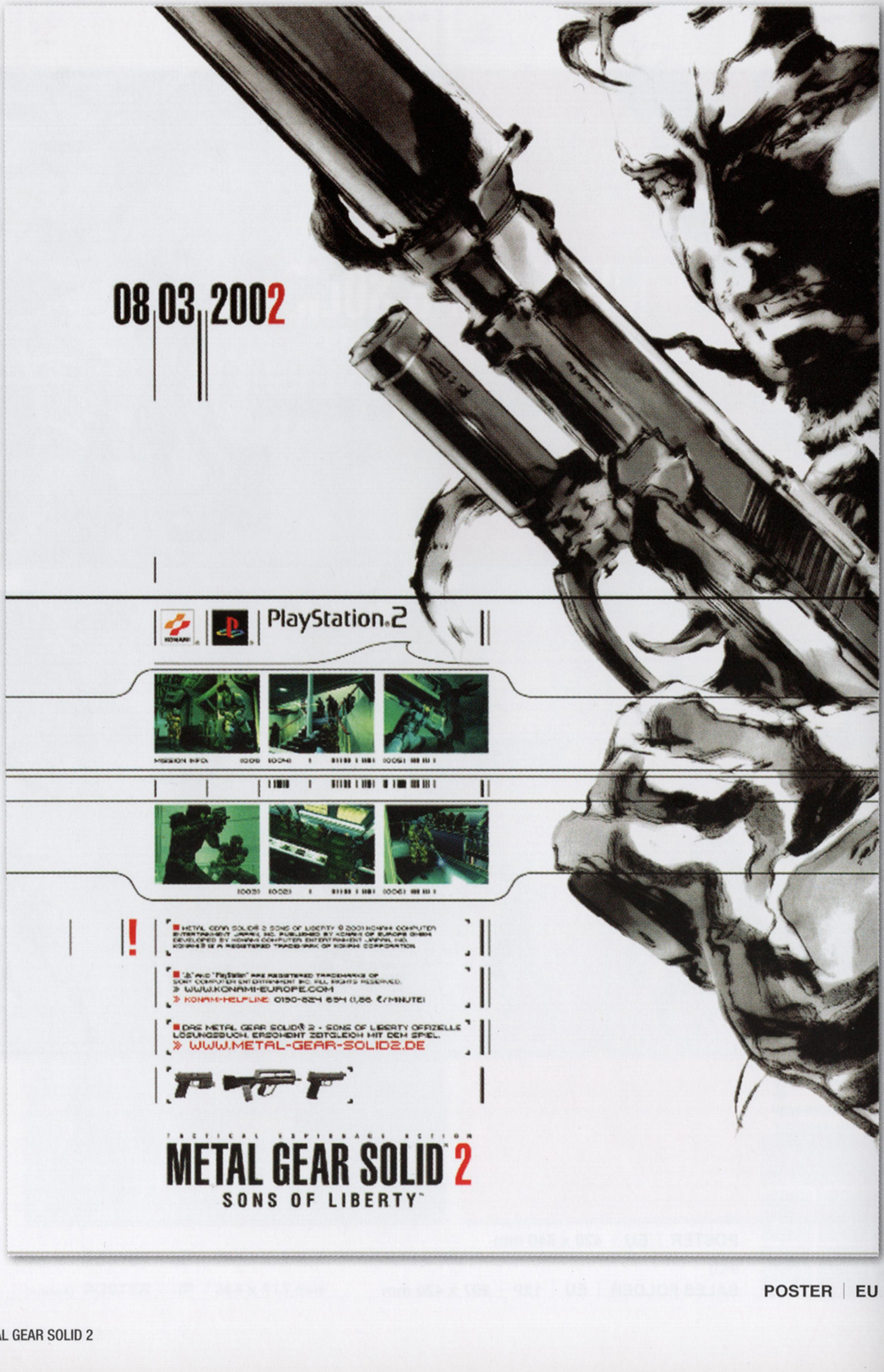
top) **POSTER** | **JP** | **364 x 515 mm** Double sided posters.

bottom) **POSTER** | **JP** | **364 x 515 mm**

A		
B	C	D
E	F	G

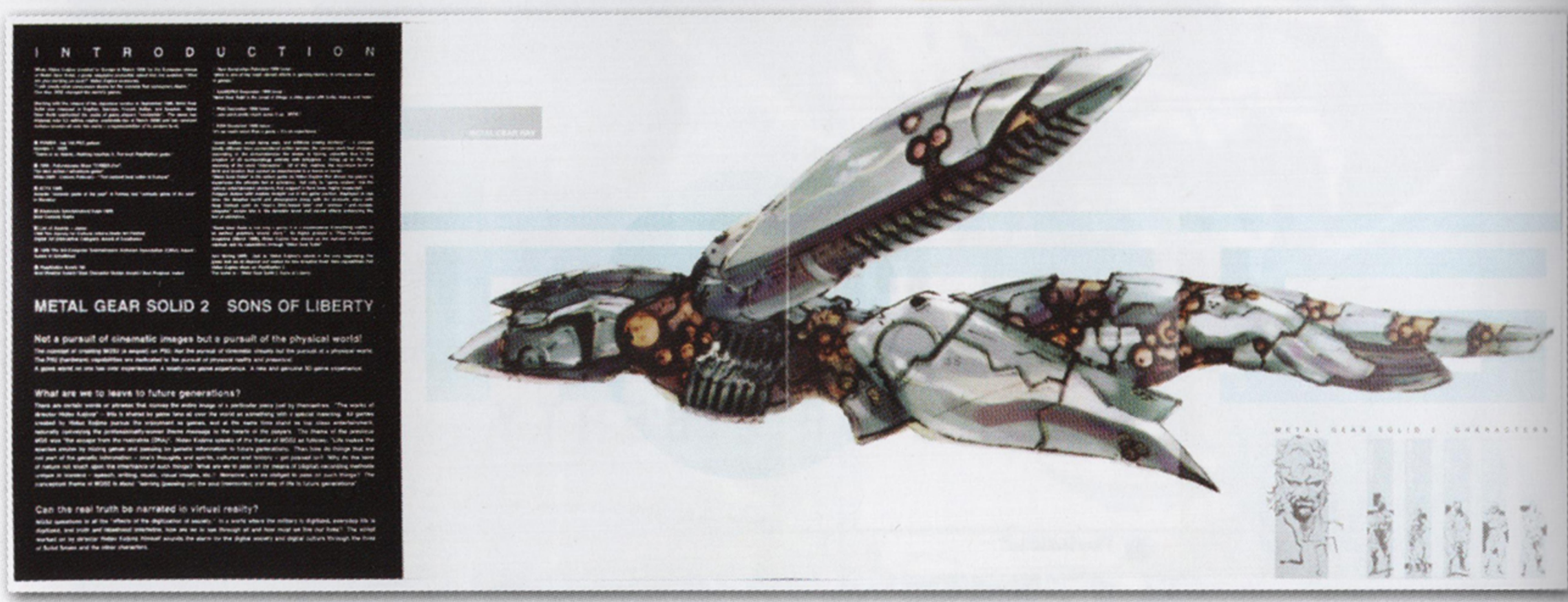
A)
POSTER | EU | 420 x 840 mm

B-G)
SALES FOLDER | EU | 12P | 297 x 420 mm


08 03 2002
PlayStation.2
MISSION INFO
METAL GEAR SOLID 2
SONS OF LIBERTY

POSTER | EU

POSTER | EU | 594 x 840 mm


INTRODUCTION
METAL GEAR SOLID 2 SONS OF LIBERTY
Not a pursuit of cinematic images but a pursuit of the physical world!
What are we to leave to future generations?
Can the real truth be narrated in virtual reality?
METAL GEAR RAY
METAL GEAR SOLID 2 CHARACTERS

Front Cover | Back Cover | Inside | Full Foldout

PAMPHLET | E3 2000 | US | 8P | 257 x 364 mm

left)

THE DOCUMENT OF METAL GEAR SOLID 2

| POSTER | JP | 515 x 728 mm

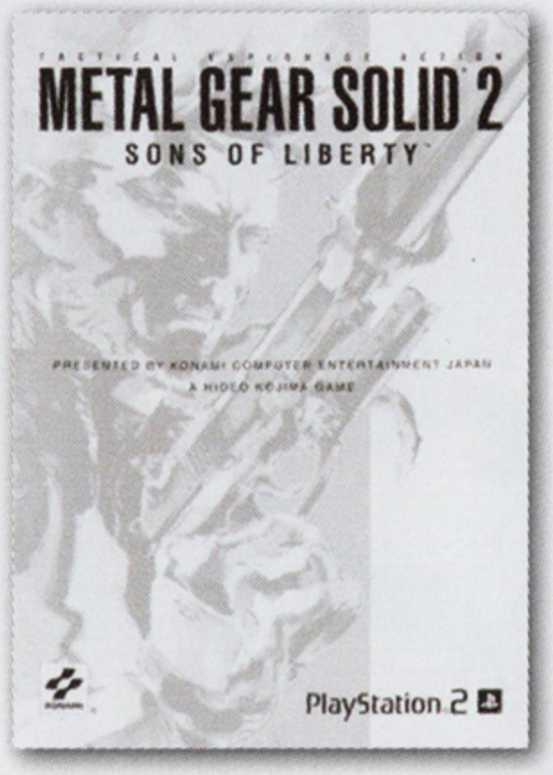
A poster for the interactive "making of" disc ***The Document of Metal Gear Solid 2.***

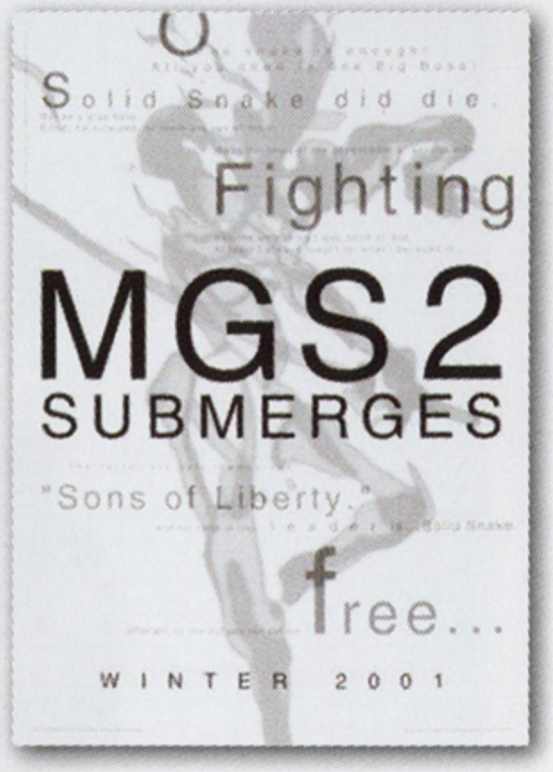
bottom)

PAMPHLET | E3 2001 | US | 4P | 182 x 257 mm

Front Cover | Back Cover

Full Foldout





I will enter covert operations until
the resurfacing.
And I shall cut off all contact...
Hideo Kojima
SOLID
SOLIDUS
LIQUID
In the days of the founding fathers,
the snake was the symbol of independence.
Only the snake builds a new world...
But the world does not need 3 snakes.
www.kcej.com

POSTER | JP | 515 x 728 mm

28.03.2003!
MGS2
PlayStation.2
PC DVD-ROM
MISSION INFO:
[001]
[002]
[003]
[004]
[005]
[006]
[007]
[008]
[009]
[010]
[011]
[012]
METAL GEAR®, METAL GEAR SOLID®, SONS OF LIBERTY™ AND SUBSTANCE™ ARE EITHER REGISTERED TRADEMARKS OR TRADEMARKS OF KONAMI COMPUTER ENTERTAINMENT JAPAN, INC.
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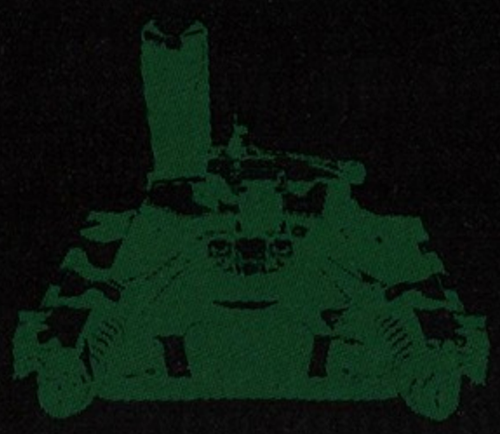
» WWW.KONAMI-EUROPE.COM
KONAMI® IS A REGISTERED TRADEMARK OF KONAMI CORPORATION.
TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID® 2
SUBSTANCE



2004
METAL GEAR SOLID 3
SNAKE EATER

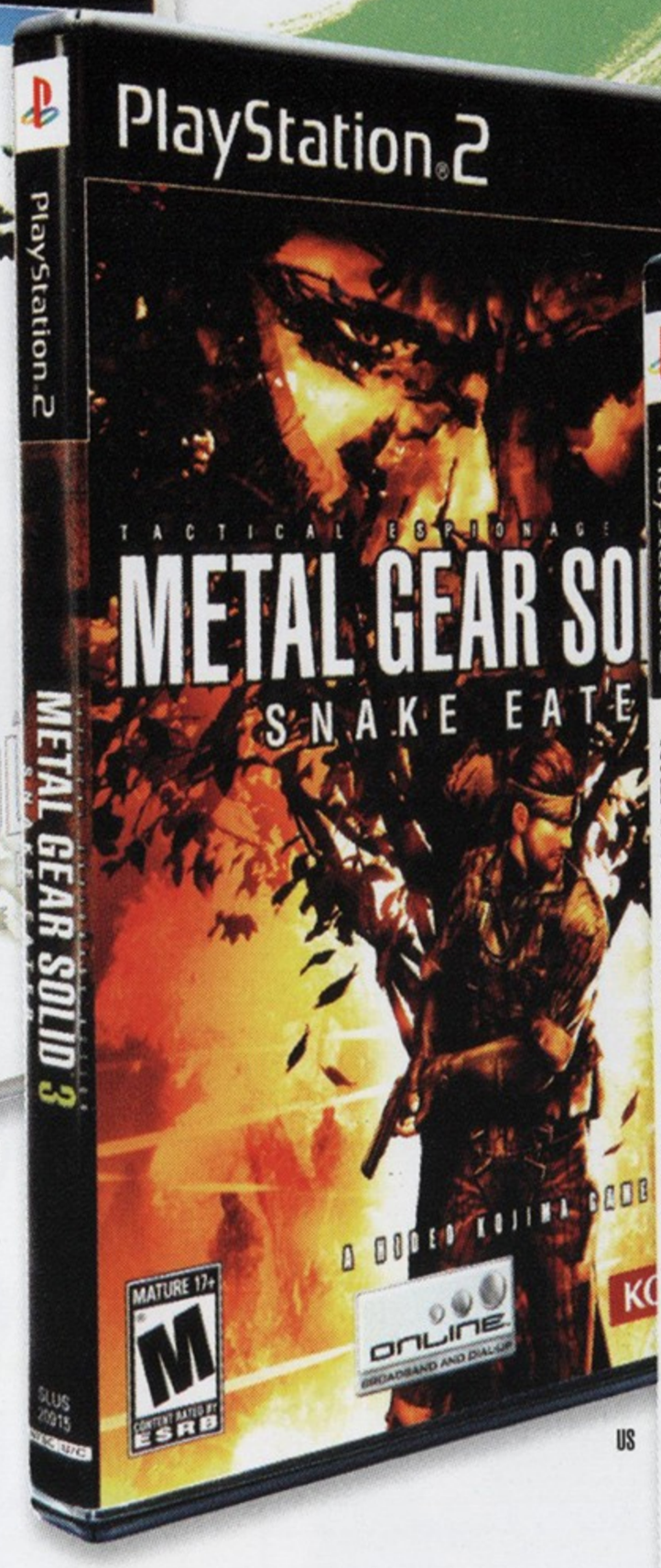
2005
METAL GEAR SOLID 3
SUBSISTENCE

SCENE

Ideas that we must pass on, even the idea of good and evil, flow with the times. Where does the demand for nuclear arms and Big Boss's genetic material come from? The story takes us back to the Cold War, before Metal Gear technology exists. The game reveals how people's decisions are made for them by nation-saving wars. Against the backdrop of a sneaking mission through the Soviet jungle, the origins of the Metal Gear saga are revealed. The green camouflage motif gives the bygone era's atmosphere new life.

PlayStation.2
WITH NET FEATURES
KONAMI
METAL GEAR SOLID 3
SNAKE EATER
16+
www.pegi.info

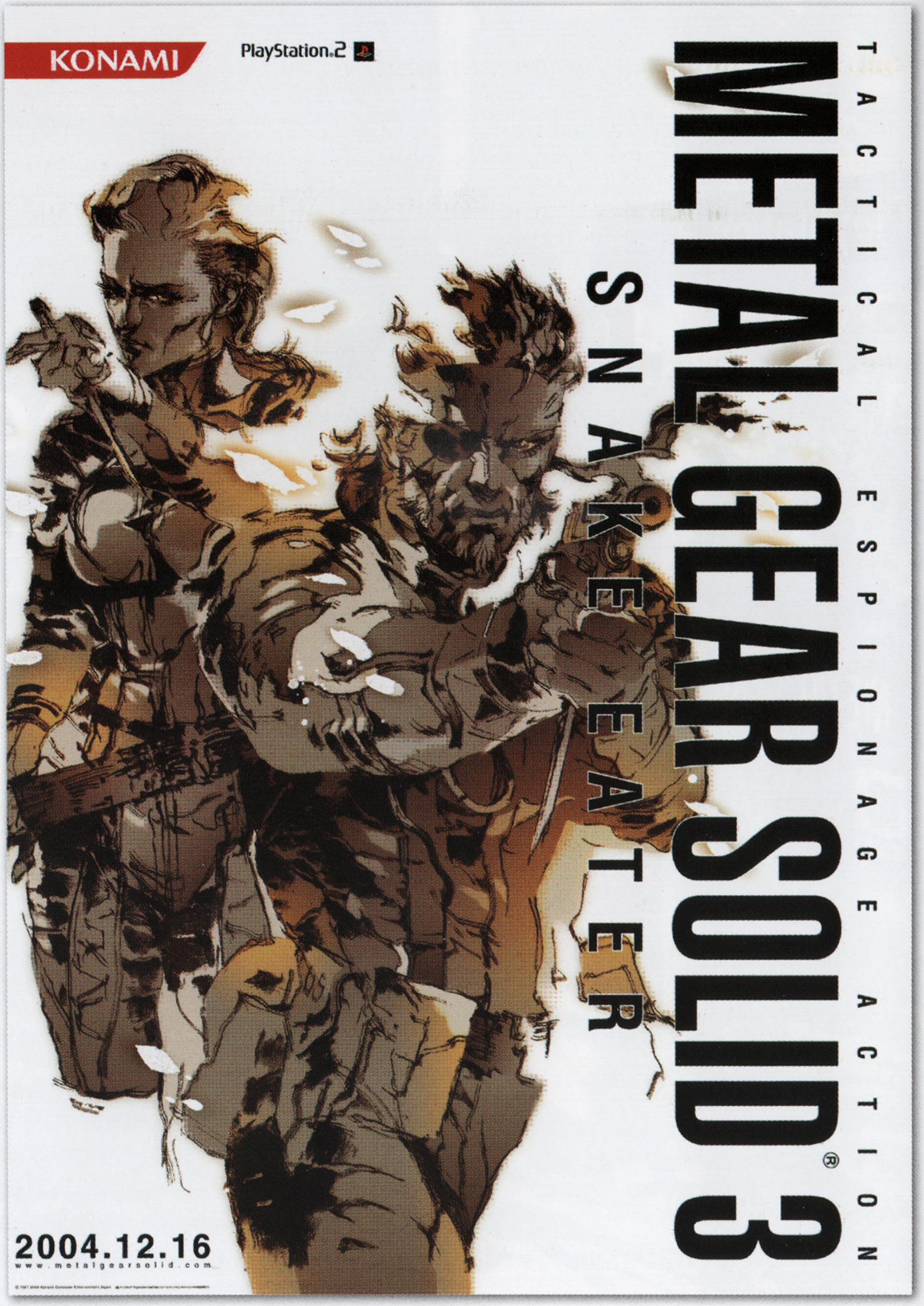
EU


PlayStation.2
METAL GEAR SOLID 3
TACTICAL ESPIONAGE
METAL GEAR SO
SNAKE EATE
A HIDEO KOJIMA GAME
ONLINE
BROADBAND AND DIAL-UP
MATURE 17+
M
CONTENT RATED BY ESRB

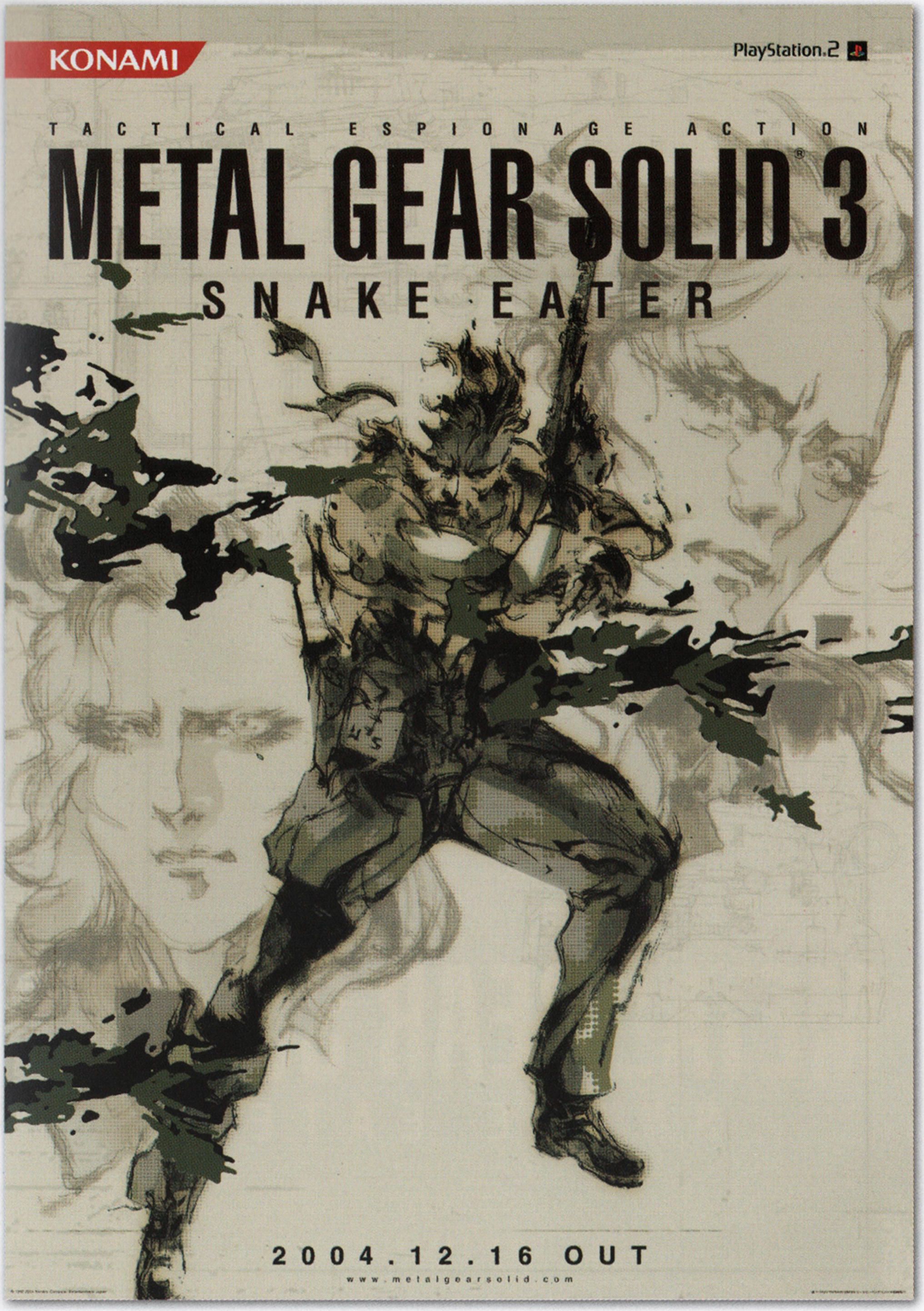
US

PlayStation.2
KONAMI
METAL GEAR SOLID 3
SNAKE EATER
TACTICAL ESPIONAGE ACTION
CERO 18
ONLINE 対応
The 8th GAME AWARDS FUTURE
A HIDEO KOJIMA GAME

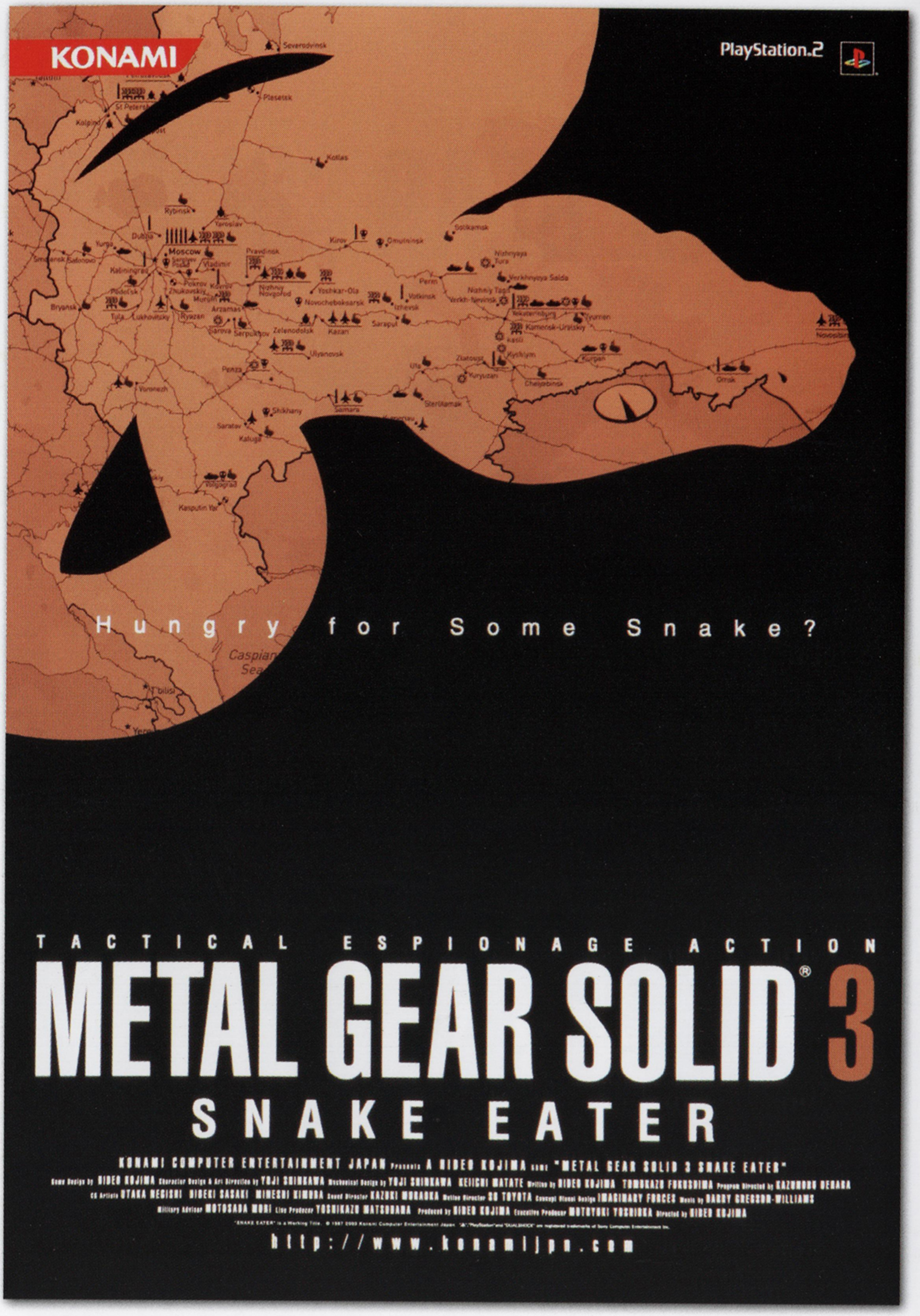
JP



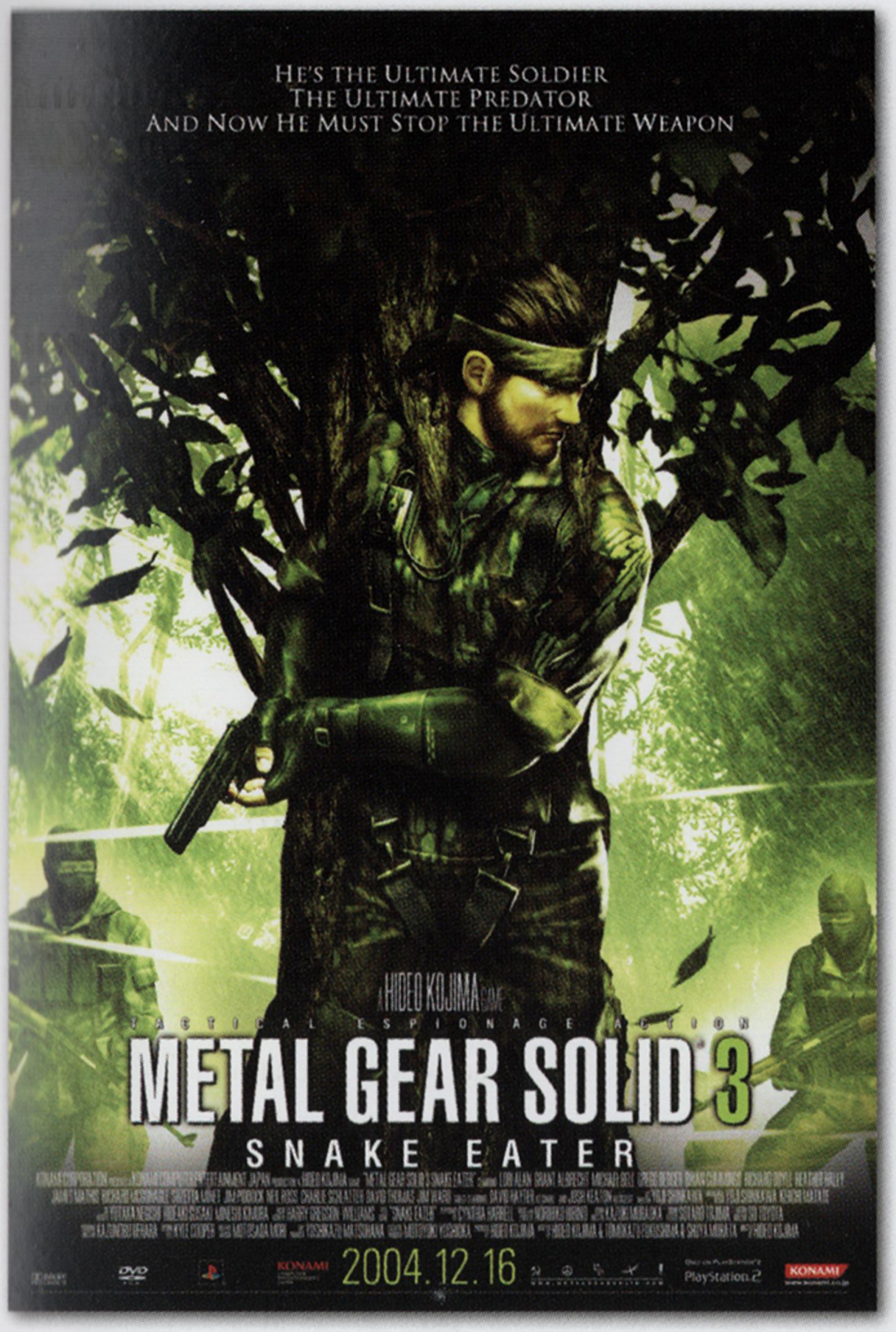
POSTER | JP | 515 x 728 mm



POSTER | JP | 515 x 728 mm



POSTER | JP | 515 x 728 mm



A) **POSTER** | **US** | **490 x 728 mm**

B) **ADVERTISEMENT** | **US**

C) **POSTER** | **JP** | **515 x 728 mm**

A collaboration poster with Piposaru from the Ape Escape series.

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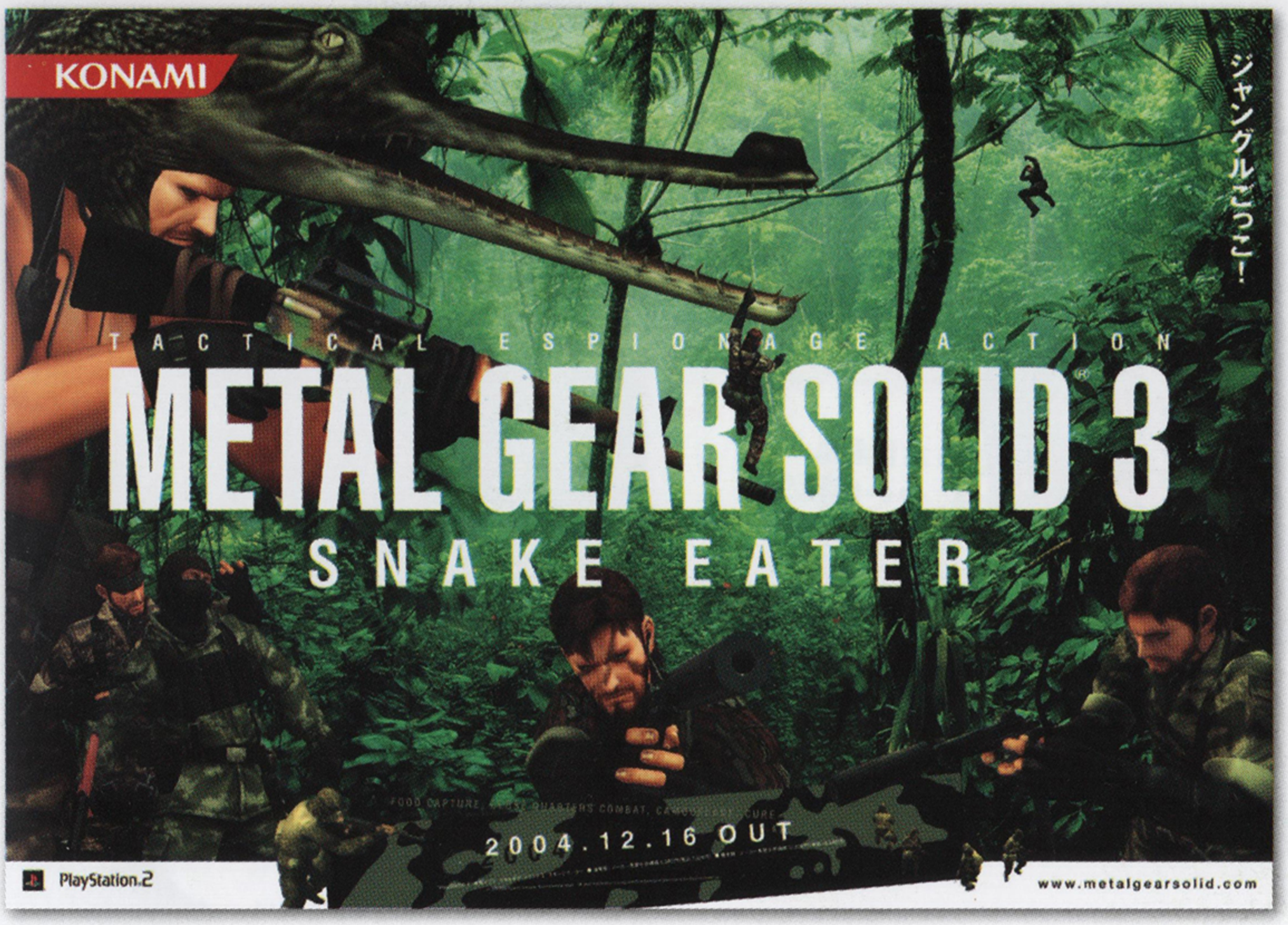
POSTER | JP | 515 x 728 mm



top) **POSTER | JP | 1030 x 728 mm**

bottom) **POSTER | JP | 728 x 515 mm**

KONAMI
ジャングる、カクレる、サバイバる

KONAMI
全世界で累計1,460万本記録した
シリーズ待望の最新作、ついに誕生!!
PlayStation 2
ジャングる、カクレる、サバイバる
METAL GEAR SOLID 3
SNAKE EATER
2004.12.16 OUT

A

B | C | D

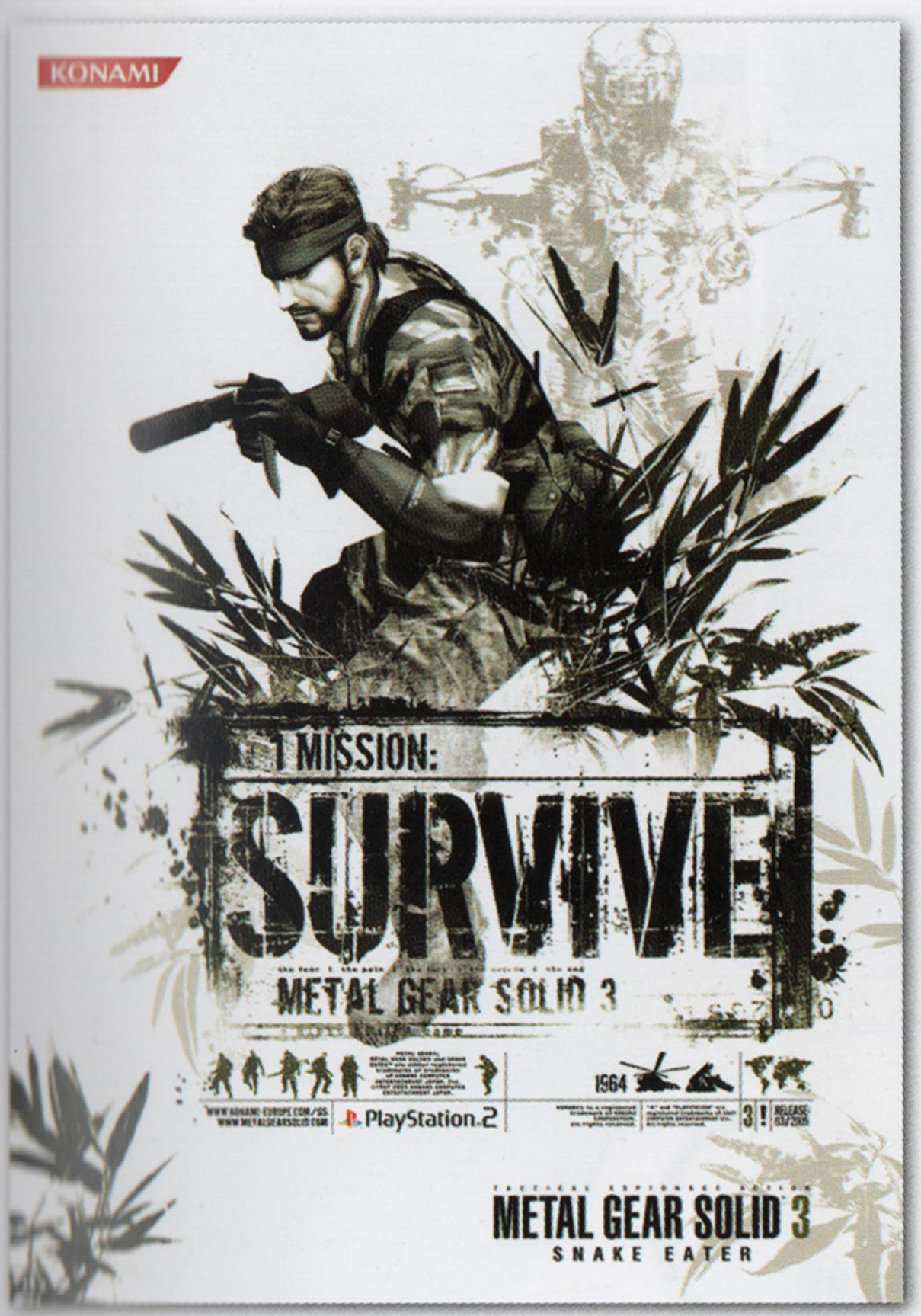
B | E | F

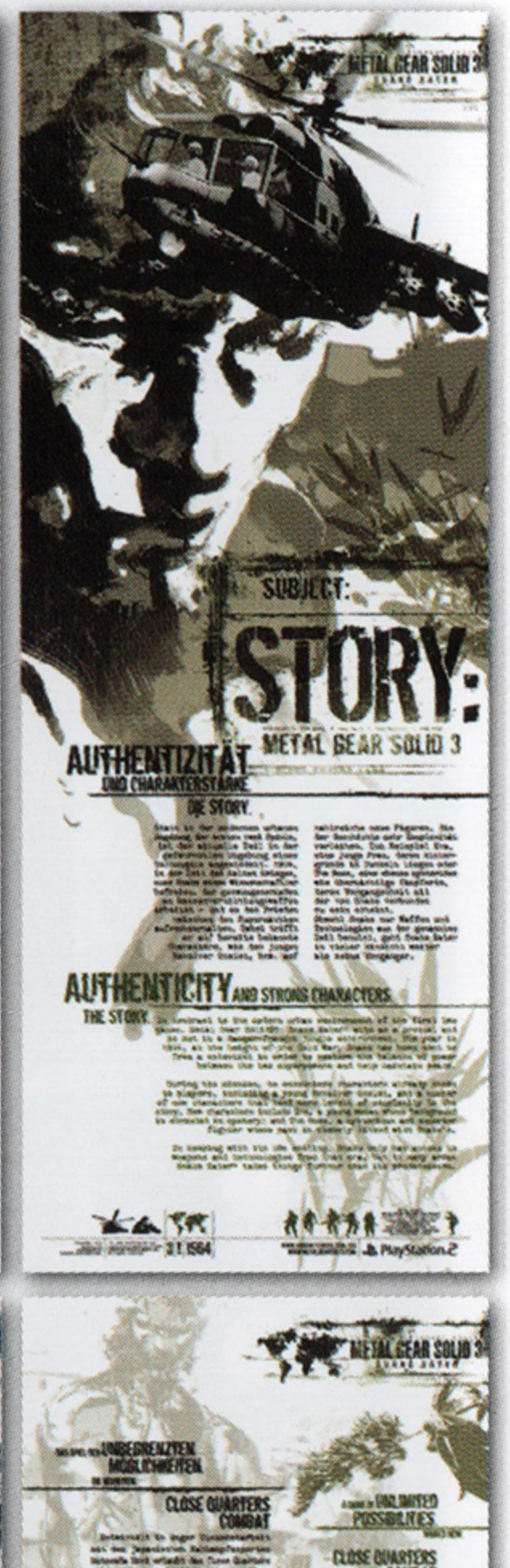
A) ADVERTISEMENT | JP | 1030 x 364 mm

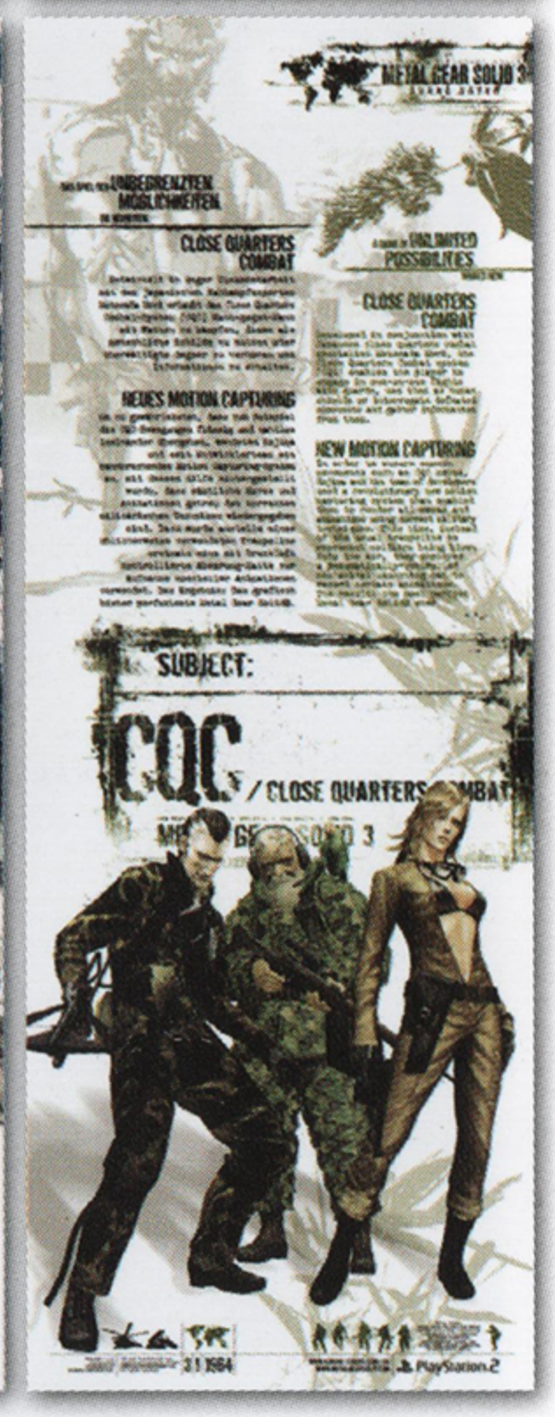
B-F) ADVERTISEMENT | JP | 1456 x 1030 mm

An actual Crocodile Cap created for advertising purposes.

ADVERTISEMENT | EU



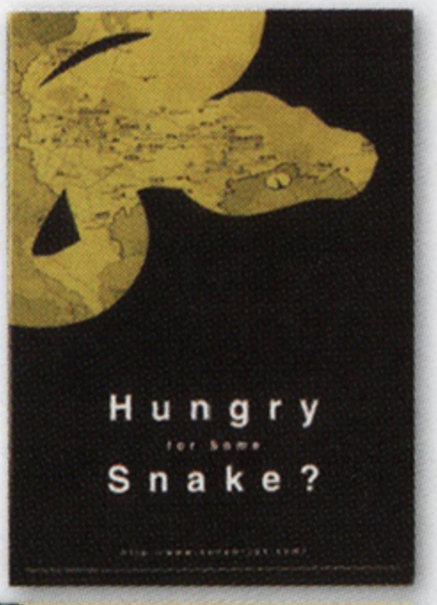


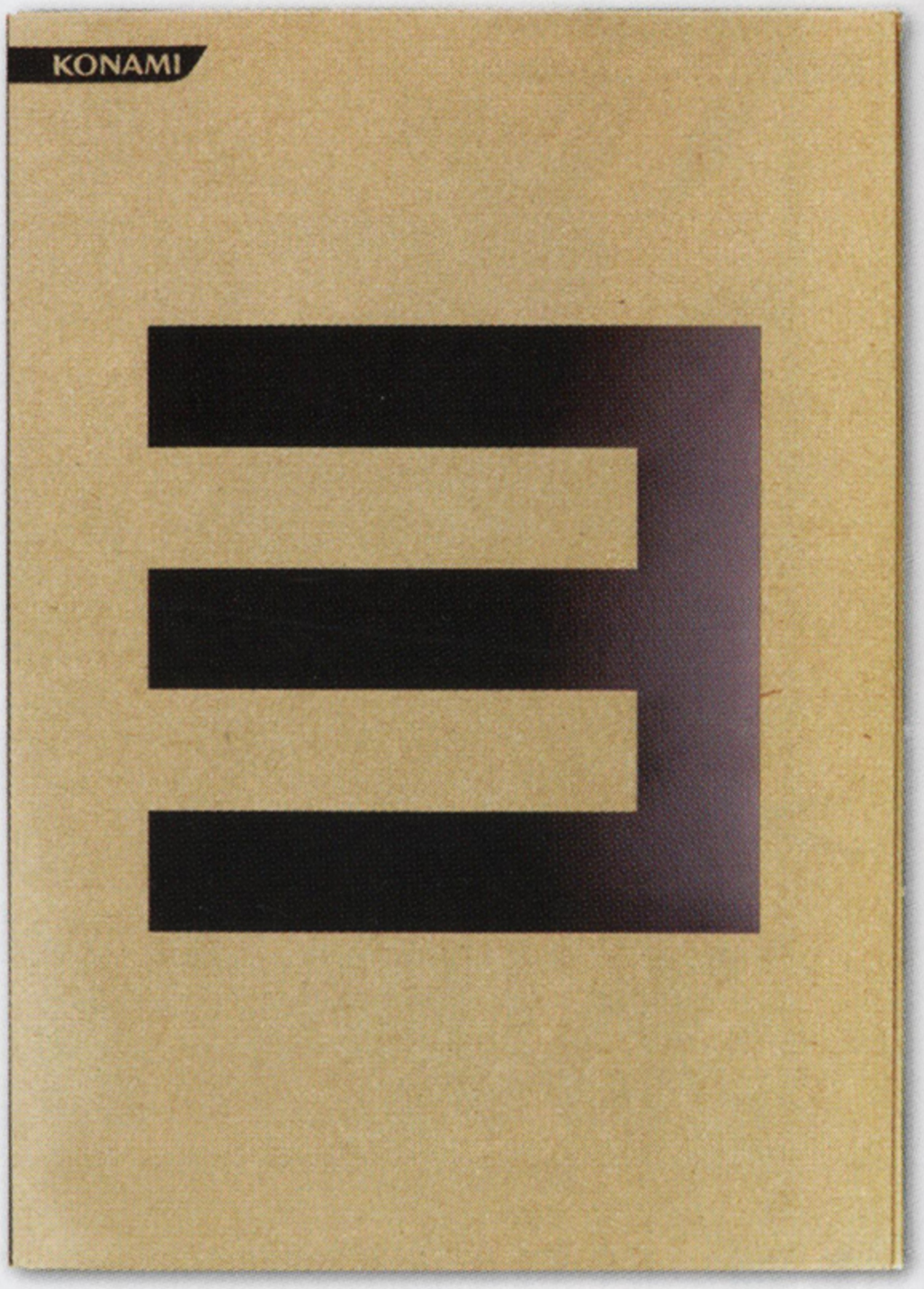


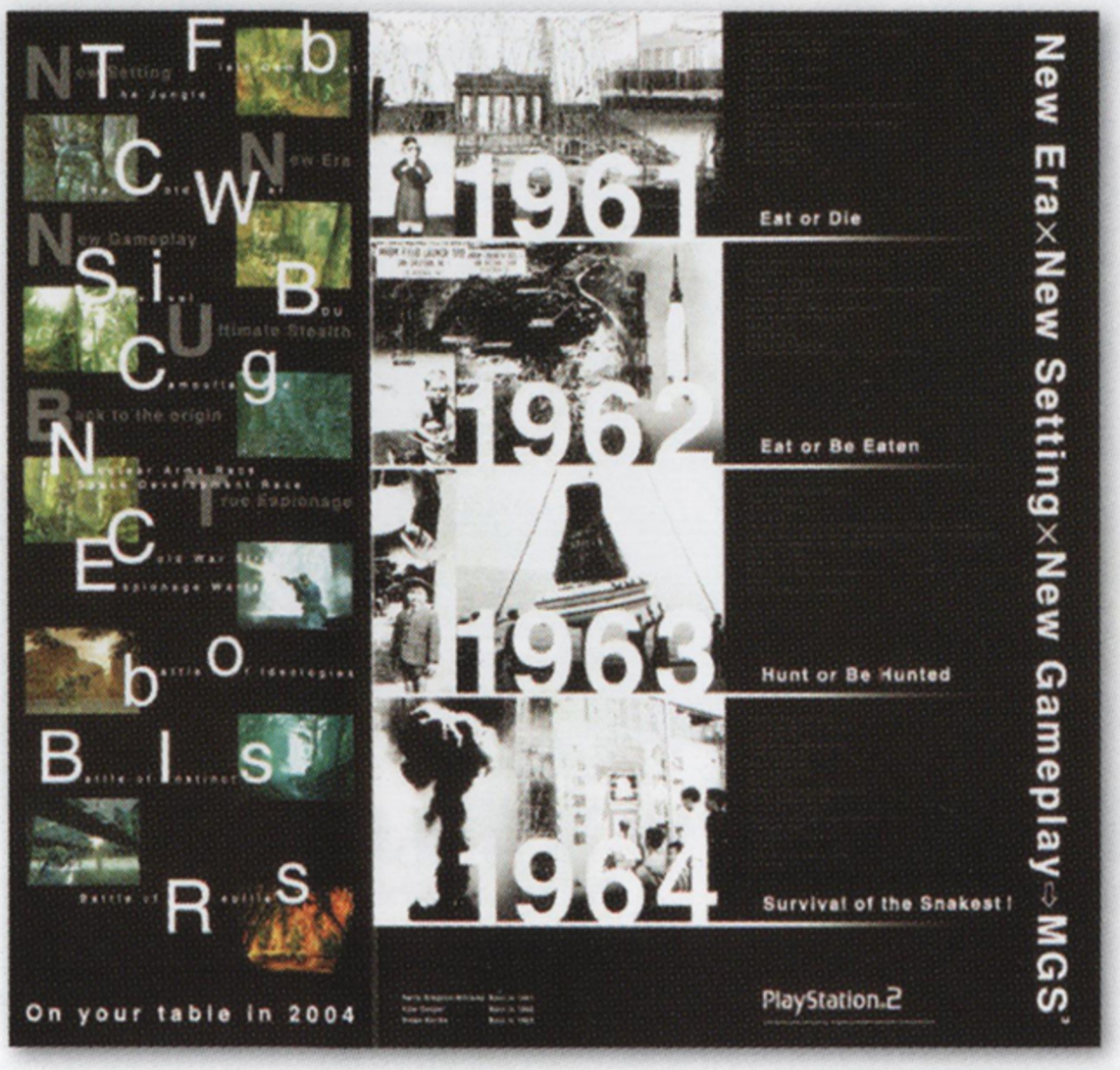
A	B	C
	D	E

A) **ADVERTISEMENT | EU**

B-E) **SALES FOLDER | EU**

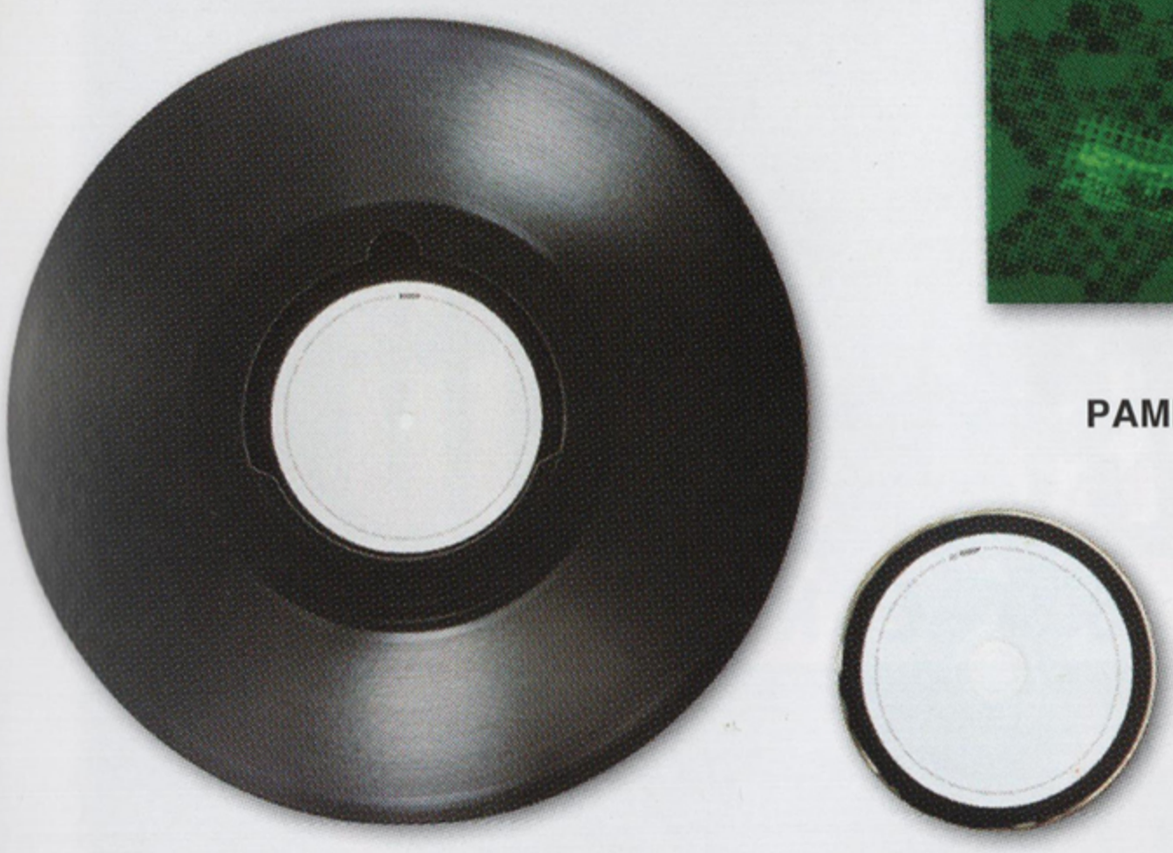






Folder & Back	Folder Cover
Half Open	
Open	
Inside	Slip Cover

PAMPHLET | **E3 2003** | **US** | **265 x 375 mm**



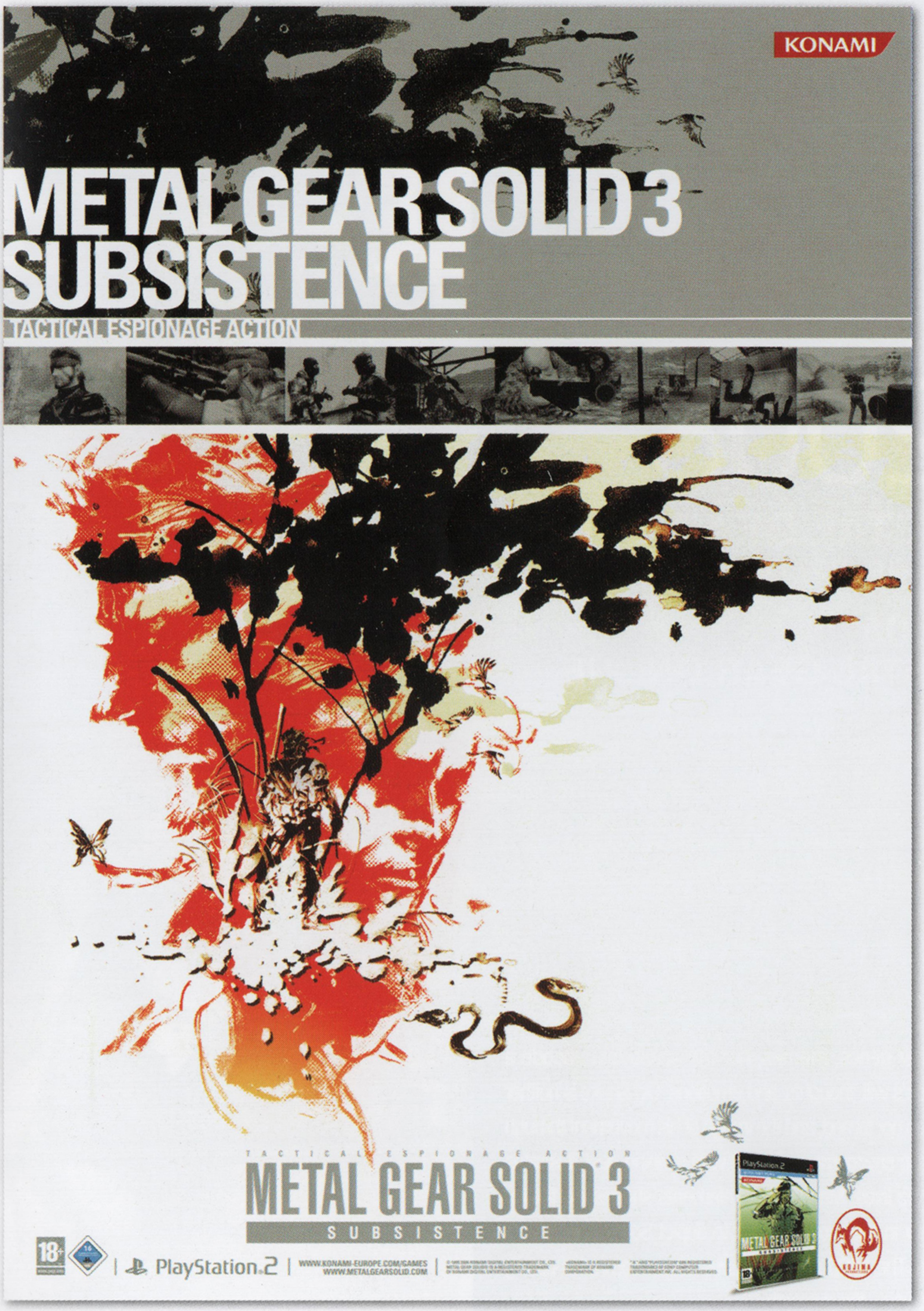
PAMPHLET | E3 2004 | US | 315 x 315 mm

A limited-edition CD single for ***Metal Gear Solid 3*** made to look like a traditional vinyl record.

Front Cover | Back Cover | CD & Disk Holder | Full Foldout

MEME×GENE×SCENE=MGS³
Snake Eater
what a thrill
with darkness and silence through the night
what a thrill
i'm searching and i'll step into you
what a fear in my heart
but you're so supreme!
i give my life
not for honor, but for you (snake eater)
in my time there'll be no one else
come, it's the way i fly to you (snake eater)
i'm still in a dream of the snake eater
someday you go through the pain
someday you feed on a dead frog
it's ordeal, the trial to survive
for the day we see new light
i give my life
not for honor, but for you (snake eater)
in my time there'll be no one else
come, it's the way i fly to you (snake eater)
i'm still in a dream of the snake eater
www.konamijpn.com

METAL GEAR SOLID 3 SUBSISTENCE | POSTER | JP | 515 x 728 mm



METAL GEAR SOLID 3 SUBSISTENCE | POSTER | EU | 594 x 840 mm

2008

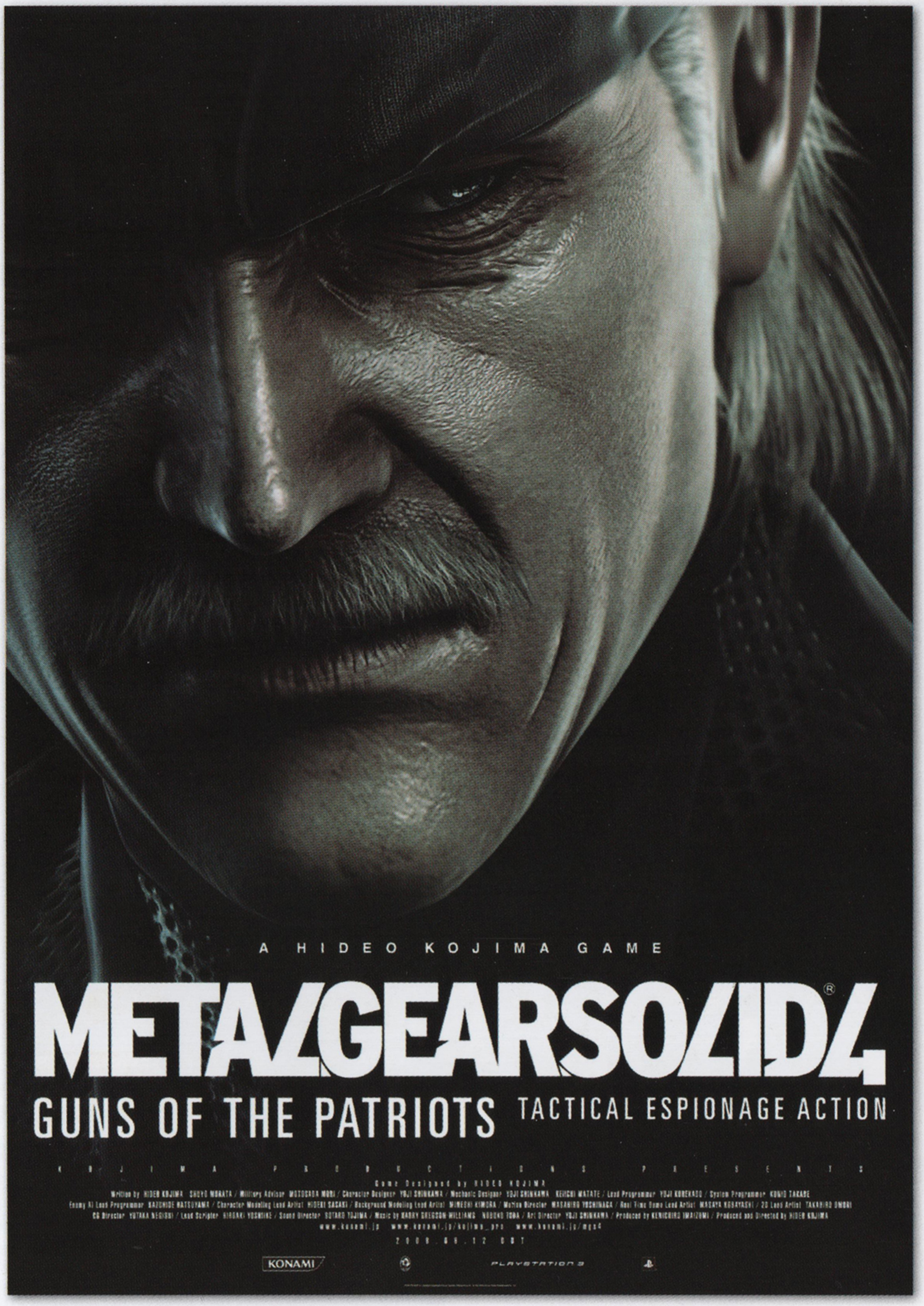
METAL GEAR SOLID 4
GUNS OF THE PATRIOTS

2008
METAL GEAR ONLINE

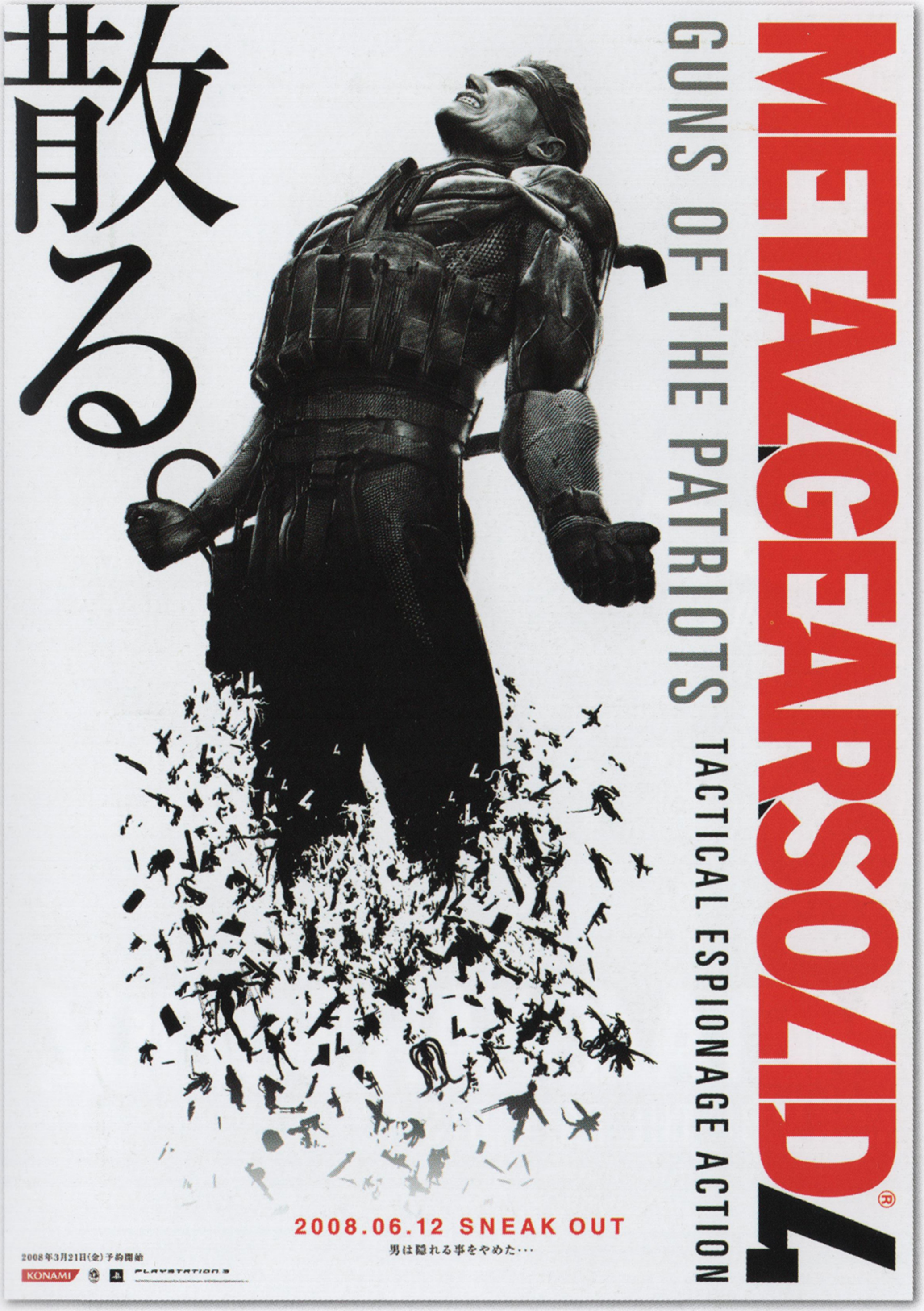
SENSE

Neither genes, memes, nor the scene can encode a person's will, thoughts, and emotions. Old Snake is neither beaten nor tamed, and the image of his movement through realistic environment choked with swirling dust illustrates how he lives. Many design elements suggesting finality appear in this work in order to depict Solid Snake's final battle. The *MGO* poster features fifteen comrades calling out to you – the sixteenth.

METAL GEAR SOLID 4 GUNS OF THE PATRIOTS
PLAYSTATION.3
CERO D
KONAMI
JP
US
EU
METAL GEAR SOLID 4
GUNS OF THE PATRIOTS
MATURE 17+
ESRB
KONAMI
18+
Metal Gear Solid®4 : Guns of the Patriots



POSTER | JP | 515 x 728 mm



POSTER | JP | 515 x 728 mm

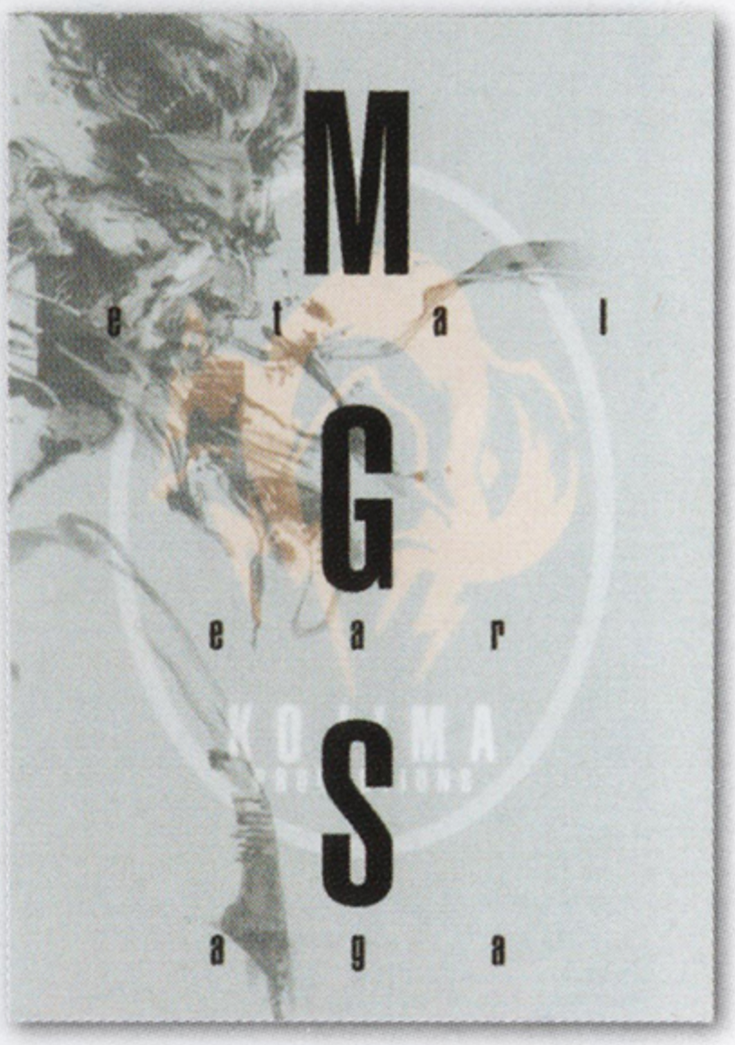
POSTER | JP | 515 x 728 mm

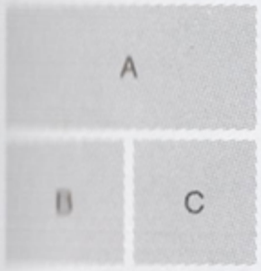
POSTER | JP | 297 x 420 mm

A limited-edition reproduction celebrating "The Art of Yoji Shinkawa," an exhibition held in 2011. Produced at the launch of ***MGS4*** development.

Front Cover | Back Cover | Inside | Full Foldout

PAMPHLET | E3 2005 | US | 8P | 257 x 364 mm





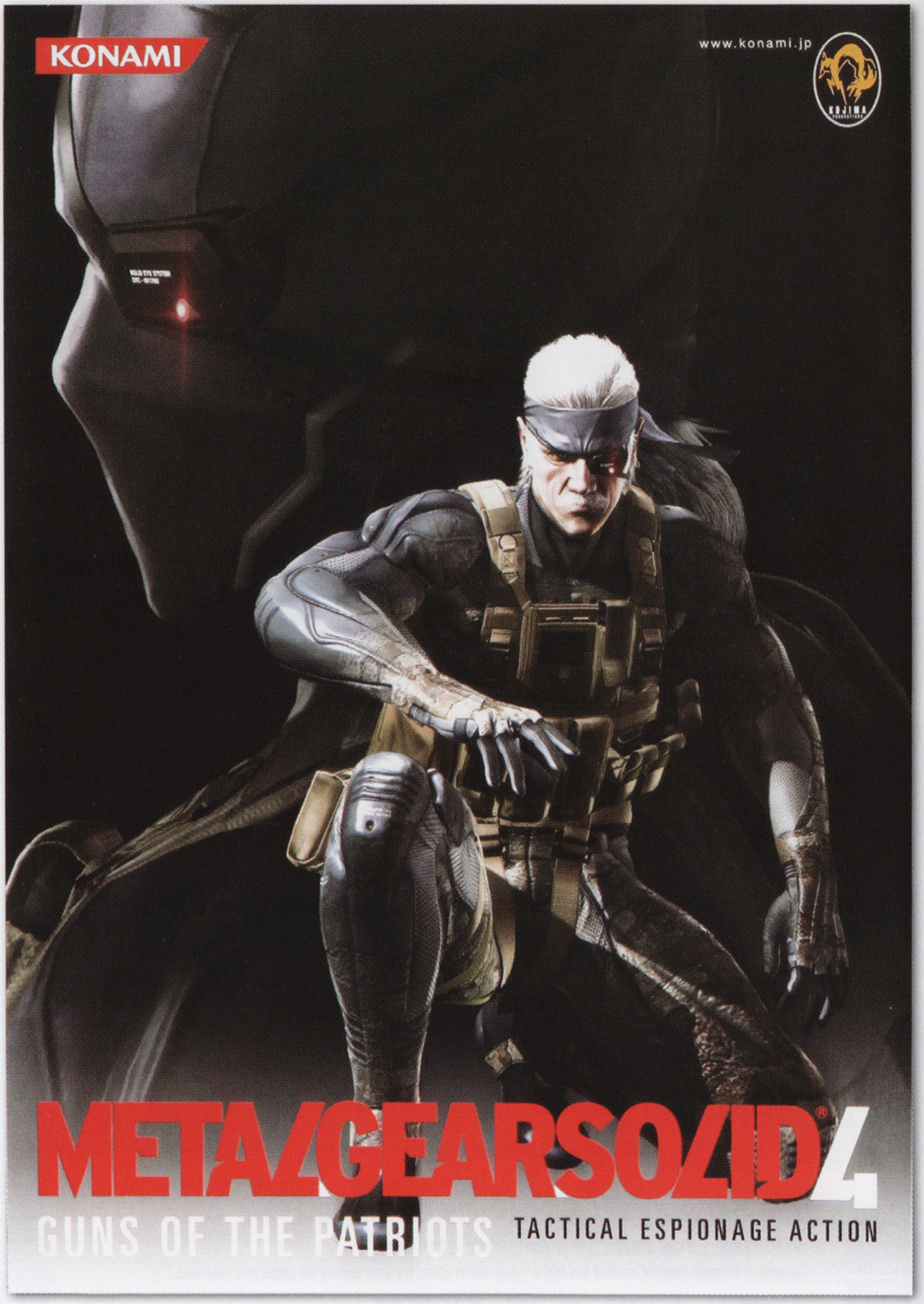
A) **ADVERTISEMENT** | **JP** | **514 x 789 mm** A 30-column newspaper ad.

B) **BOOKLET** | **TGS 2007** | **JP** | **52P** | **297 x 210 mm**

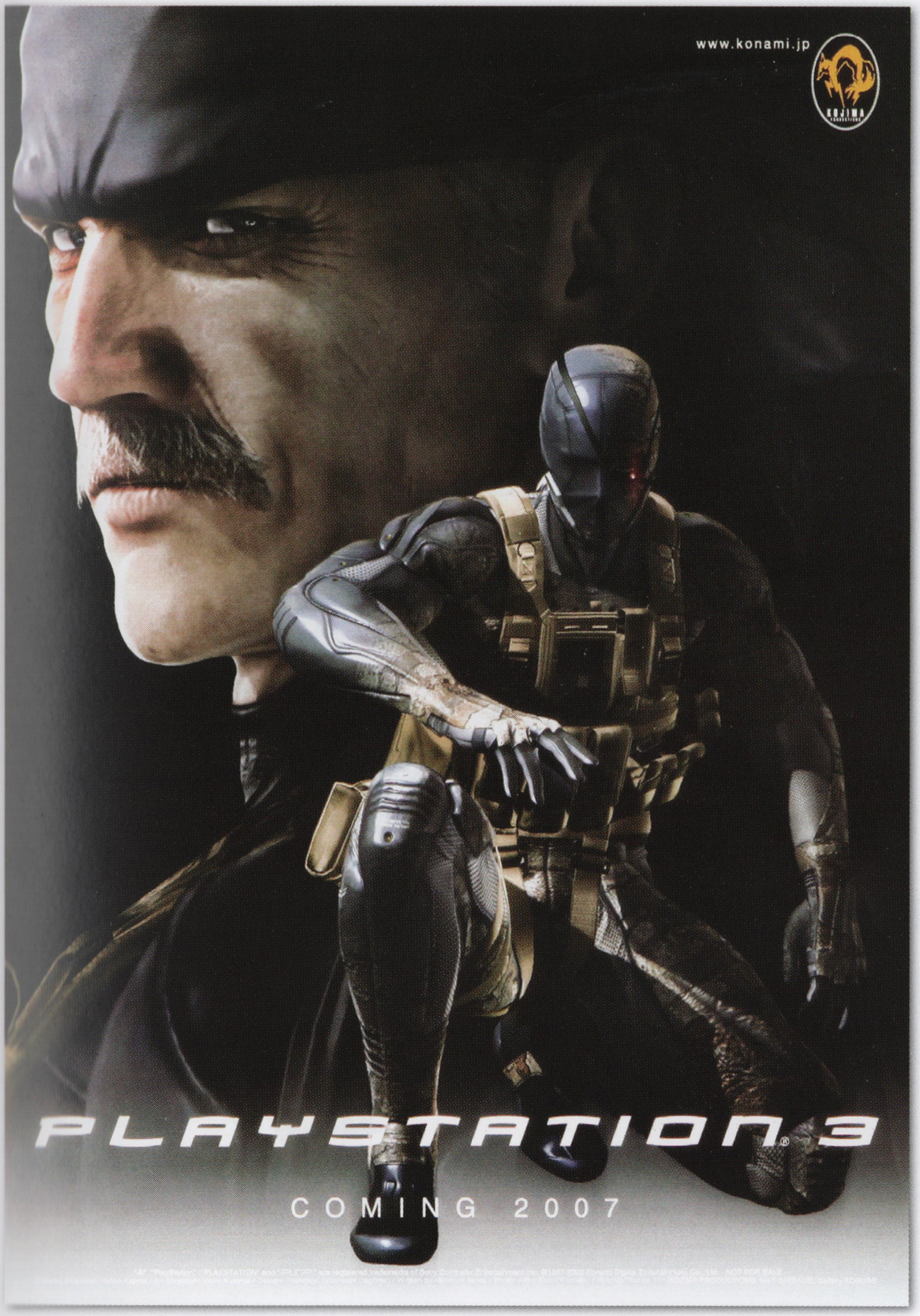
A special 52-page booklet handed out at the Tokyo Game Show the year before the game was released.

C) **PAMPHLET** | **TGS 2005** | **JP** | **18P** | **210 x 297 mm**

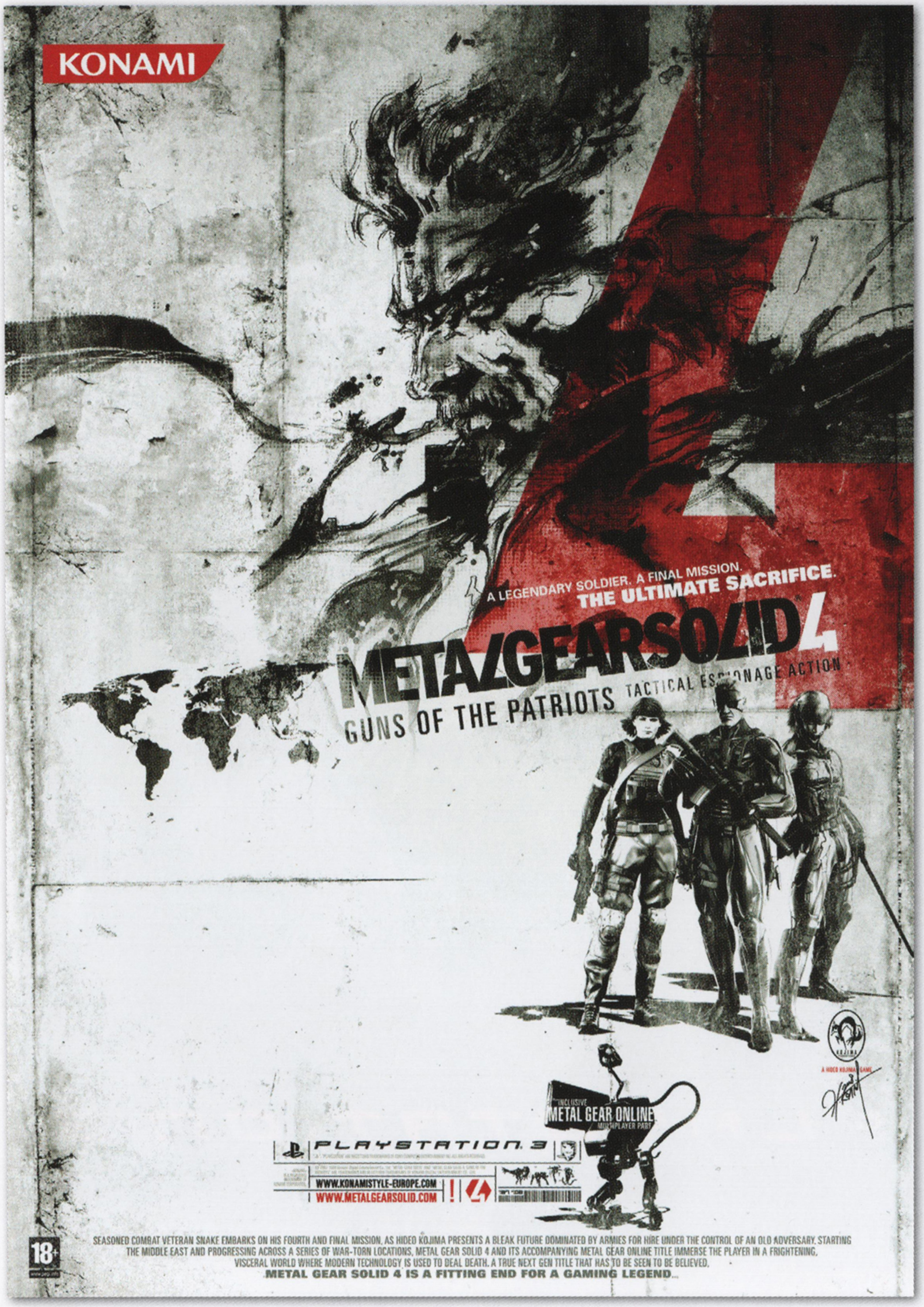
The cover is partially see-through, similar to tracing paper. Also comes with the Solid Eye (Tobidacid) attachment for viewing ***Metal Gear Acid 2*** in 3D.



BOOKLET [FRONT] | TGS 2006 | JP | 8P | 210 x 297 mm



BOOKLET [BACK] | TGS 2006 | JP | 8P | 210 x 297 mm

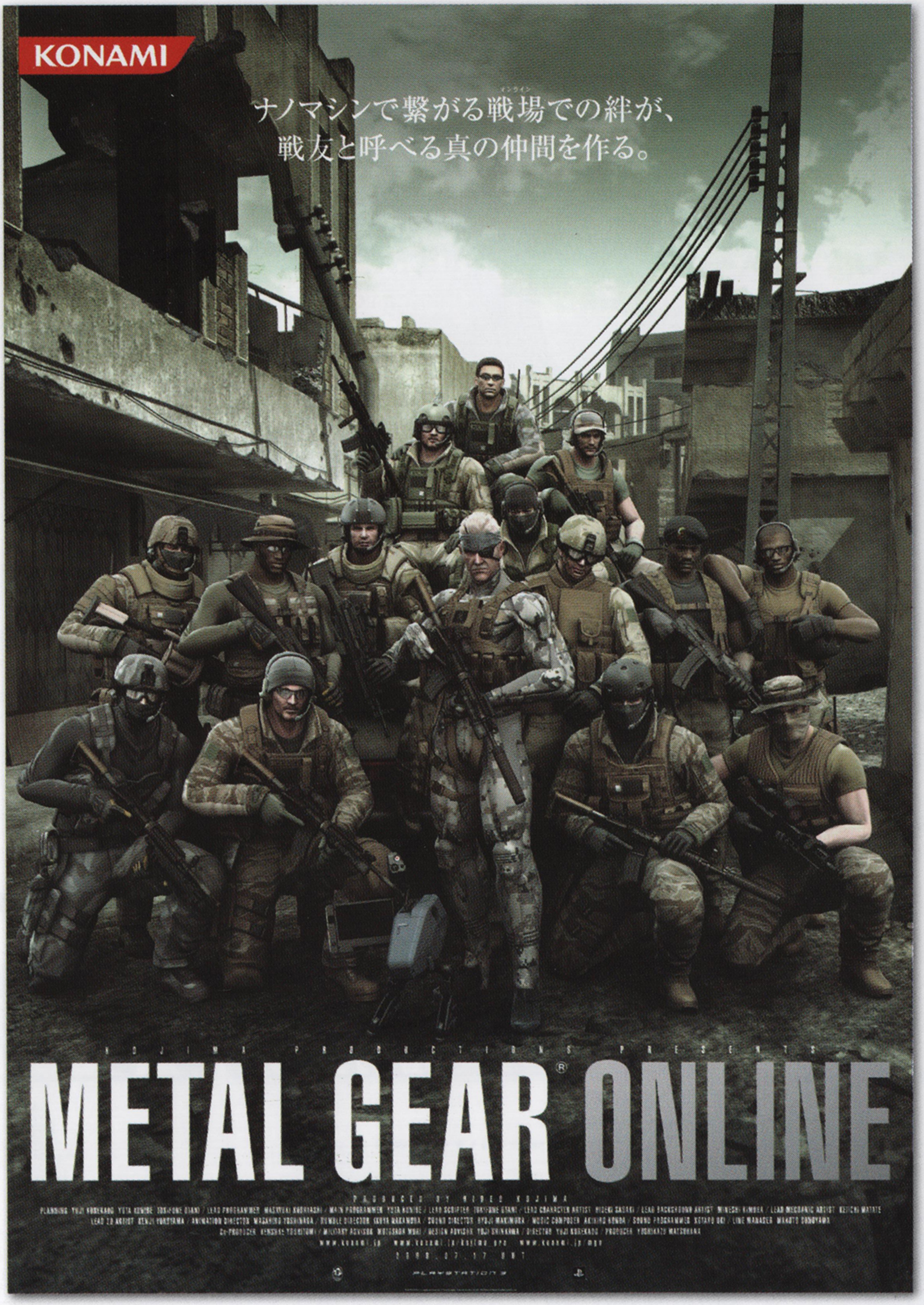

KONAMI
A LEGENDARY SOLDIER. A FINAL MISSION.
THE ULTIMATE SACRIFICE.
METAL GEAR SOLID 4
GUNS OF THE PATRIOTS
TACTICAL ESPIONAGE ACTION
A HIDEO KOJIMA GAME
INCLUSIVE
METAL GEAR ONLINE
MULTIPLAYER PART
PLAYSTATION 3
WWW.KONAMISTYLE-EUROPE.COM
WWW.METALGEARSOLID.COM
18+
SEASONED COMBAT VETERAN SNAKE EMBARKS ON HIS FOURTH AND FINAL MISSION, AS HIDEO KOJIMA PRESENTS A BLEAK FUTURE DOMINATED BY ARMIES FOR HIRE UNDER THE CONTROL OF AN OLD ADVERSARY. STARTING THE MIDDLE EAST AND PROGRESSING ACROSS A SERIES OF WAR-TORN LOCATIONS, METAL GEAR SOLID 4 AND ITS ACCOMPANYING METAL GEAR ONLINE TITLE IMMERSE THE PLAYER IN A FRIGHTENING, VISCERAL WORLD WHERE MODERN TECHNOLOGY IS USED TO DEAL DEATH. A TRUE NEXT GEN TITLE THAT HAS TO BE SEEN TO BE BELIEVED.
METAL GEAR SOLID 4 IS A FITTING END FOR A GAMING LEGEND...

POSTER | EU | 594 x 841 mm

A		
B	C	D

A) **ADVERTISEMENT | EU**

B-D) **SALES FOLDER | EU | 4P**



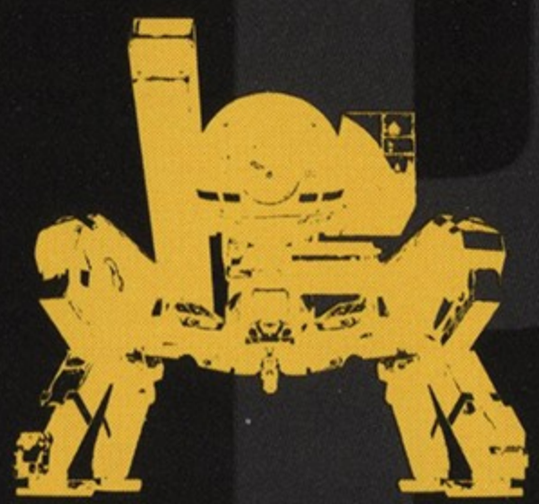
METAL GEAR ONLINE | POSTER | JP | 515 x 728 mm

Metal Gear Online promotional poster bundled with ***Metal Gear Solid 4: Guns of the Patriots.***

Collaborative artwork with the vitamin drink Regain.

© Daiichi Sánkyo Healthcare Company, Limited

PW



2010

METAL GEAR SOLID
PEACE WALKER

PEACE

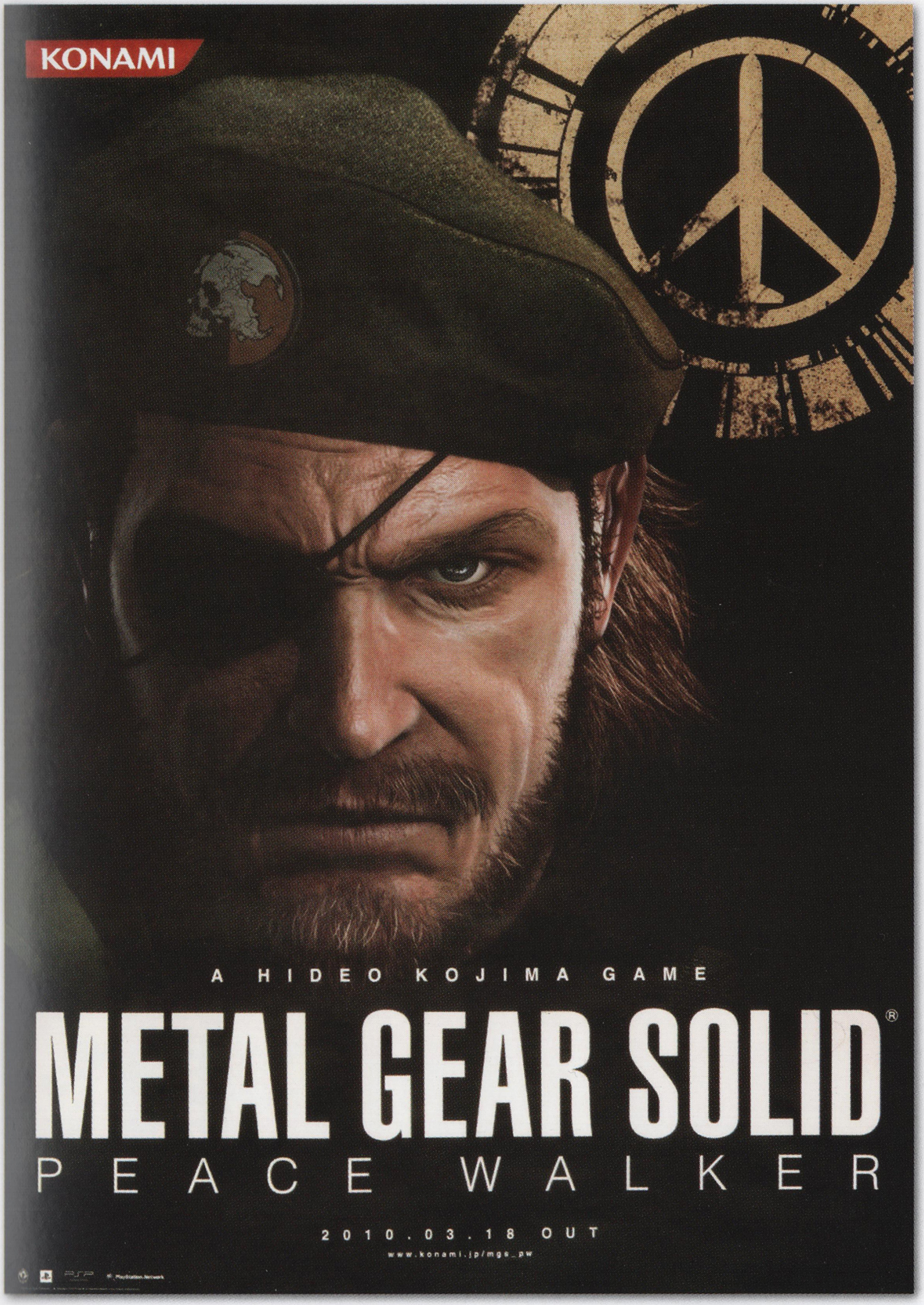
The Peace Walker Project sought peace through nuclear deterrence, and it draws Big Boss closer to the threat of nuclear war. How does the desire to end all war turn into an arms race? Players stir uncomfortably when they realize the world's dilemma. The yellow motif that signifies peace and the peace mark that symbolized anti-war sentiments become icons in their own right. The Japanese ad copy "Comrades in Stealth" highlights the next-gen design concept of playing with anyone, anytime, anywhere.

PSP
PlayStation.Network
Only On PlayStation.
A HIDEO KOJIMA GAME
METAL GEAR SOLID
PEACE WALKER
KONAMI
18
METAL GEAR SOLID®: PEACE WALKER
EU
TEEN
ADOLESCENTS
T
ESRB
UMD.
US
CERO
KOJIMA PRODUCTIONS PRESENTS
JP

KONAMI
A HIDEO KOJIMA GAME
METAL GEAR SOLID®
PEACE WALKER
PRESENTED BY KOJIMA PRODUCTIONS
Game Designed by HIDEO KOJIMA / Written by HIDEO KOJIMA and SHUYO MURATA / Character and Mechanic Designer YOJI SHINKAWA
Sound Director KAZUKI MURAOKA / Technical Producer DAIZABURO NAKAMURA / Creative Producer YOSHIKAZU MATSUHANA / Art Director YOJI SHINKAWA / Produced by KENICHIRO IMAIZUMI / Produced and Directed by HIDEO KOJIMA
www.konami.jp/mgs_pw
2010.04.29 OUT

POSTER | JP | 515 x 728 mm

METAL GEAR SOLID PEACE WALKER



POSTER | JP | 515 x 728 mm

KONAMI

PSP
PlayStation Portable

潜友の

A HIDEO KOJIMA GAME

METAL GEAR SOLID®

PEACE WALKER

2010.04.29 OUT

www.konami.jp/mgs_pw

PlayStation.Network

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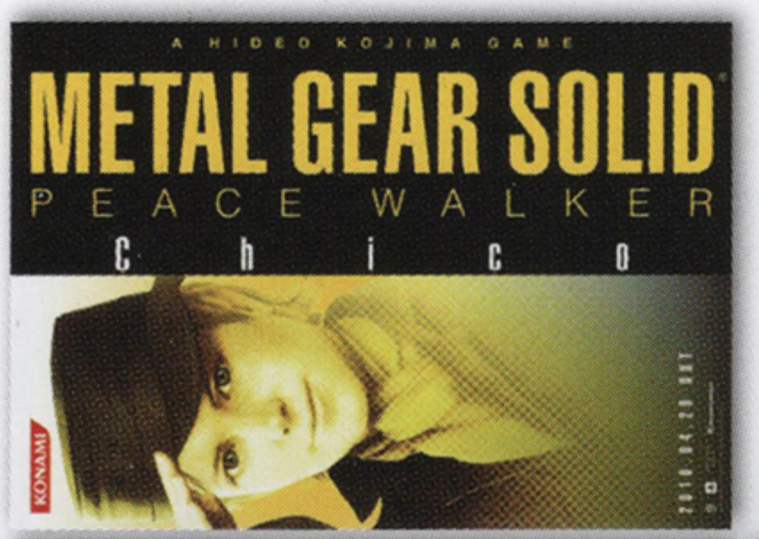
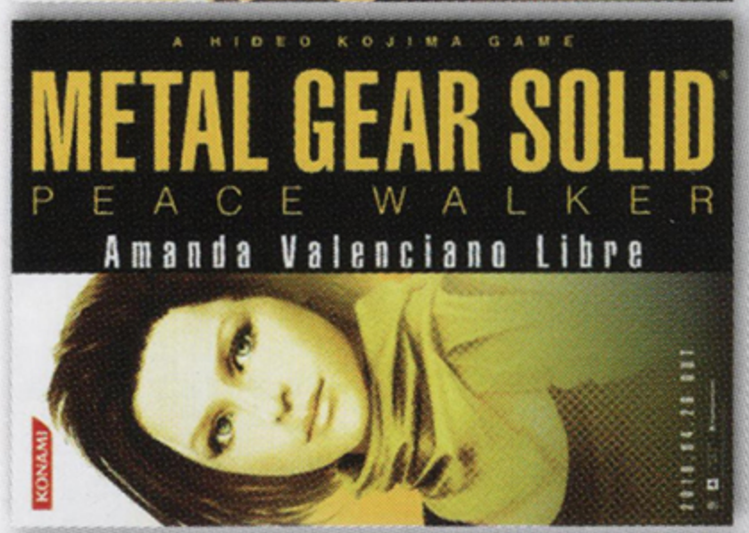
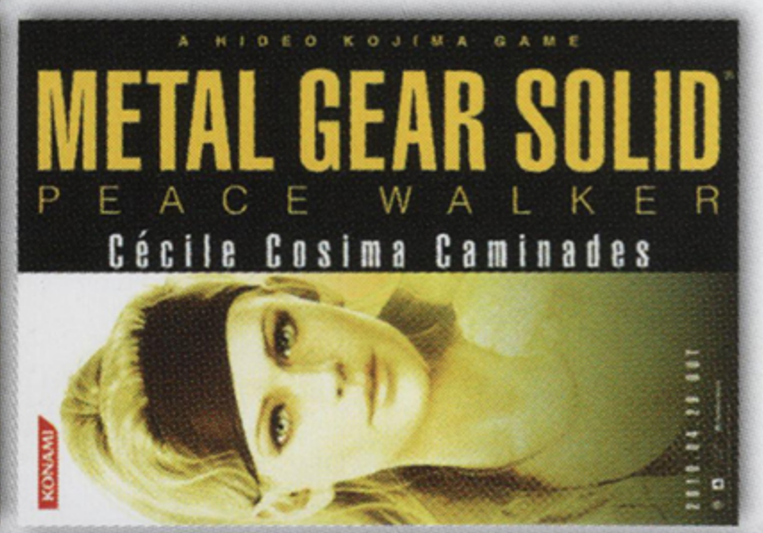
KOJIMA PRODUCTIONS

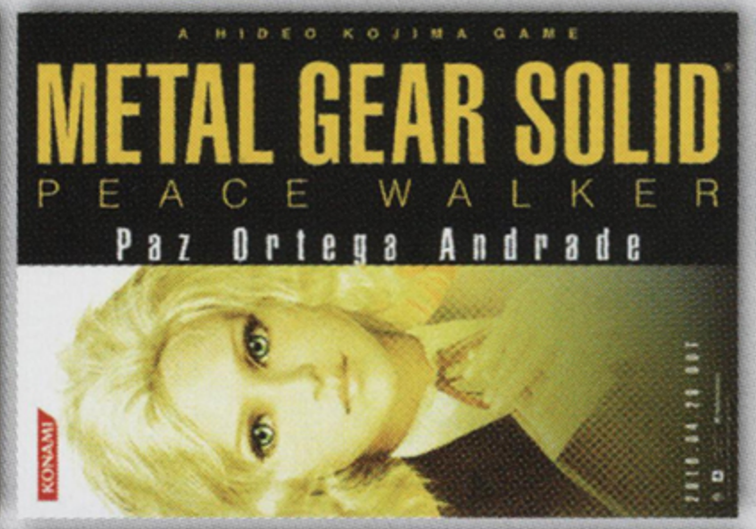
POSTER | JP | 364 x 515 mm

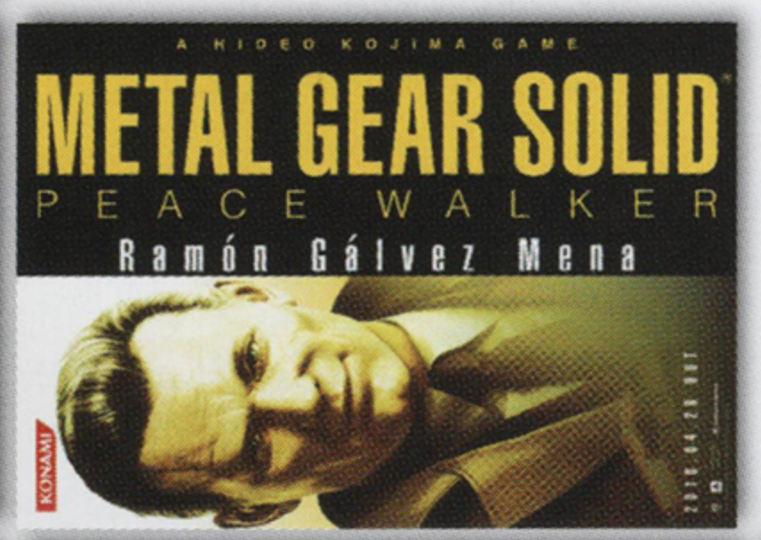
METAL GEAR SOLID PEACE WALKER

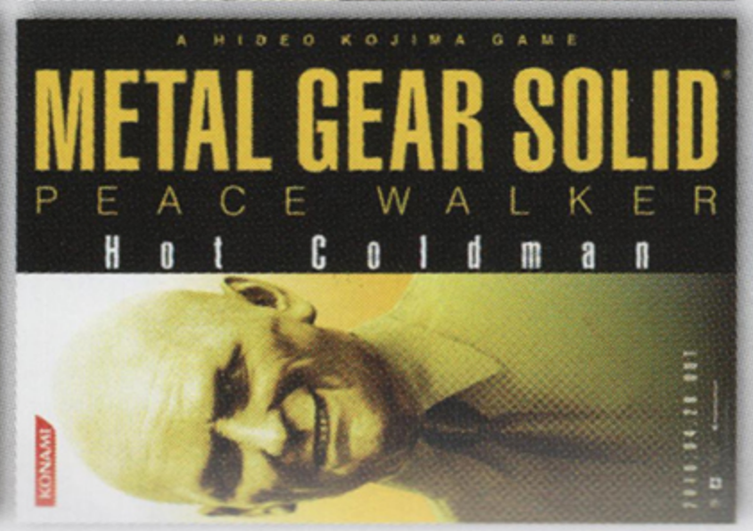












POSTER | JP | 257 x 364 mm

Ten unique posters of the characters that appear in the game.

POSTER | EU | 594 x 840 mm

METAL GEAR SOLID PEACE WALKER

POSTER | GAMES CONVENTION 2009 | EU | 420 x 594 mm

KONAMI
"THE HERO'S SACRIFICE IS THE PRICE FOR PEACE."
NORTH PACIFIC OCEAN
CAUTION
CAUTION
A HIDEO KOJIMA GAME
TACTICAL ESPIONAGE OPERATIONS
METAL GEAR SOLID
PEACE WALKER
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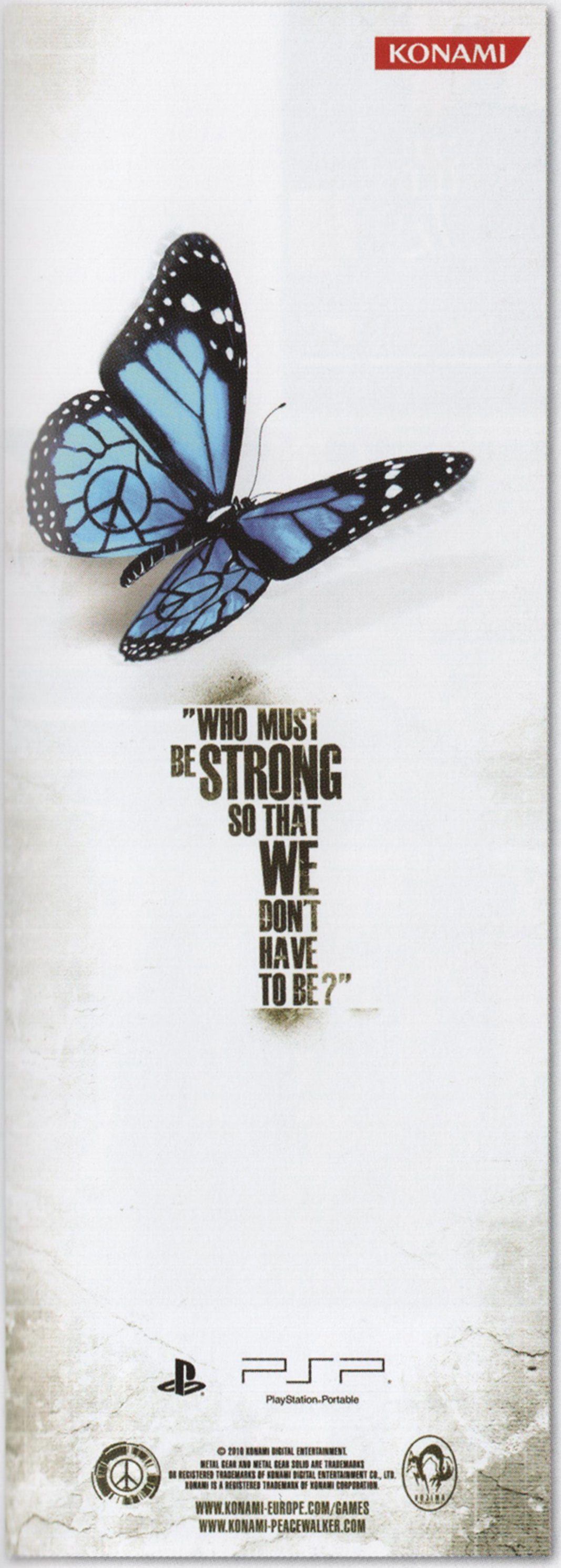
WWW.KONAMI-EUROPE.COM/GAMES . WWW.KONAMISTYLE-EUROPE.COM
PlayStation Portable

ADVERTISEMENT | EU


KONAMI
"WHO MUST
BE STRONG
SO THAT
WE
DON'T
HAVE
TO BE?"
PlayStation.Portable
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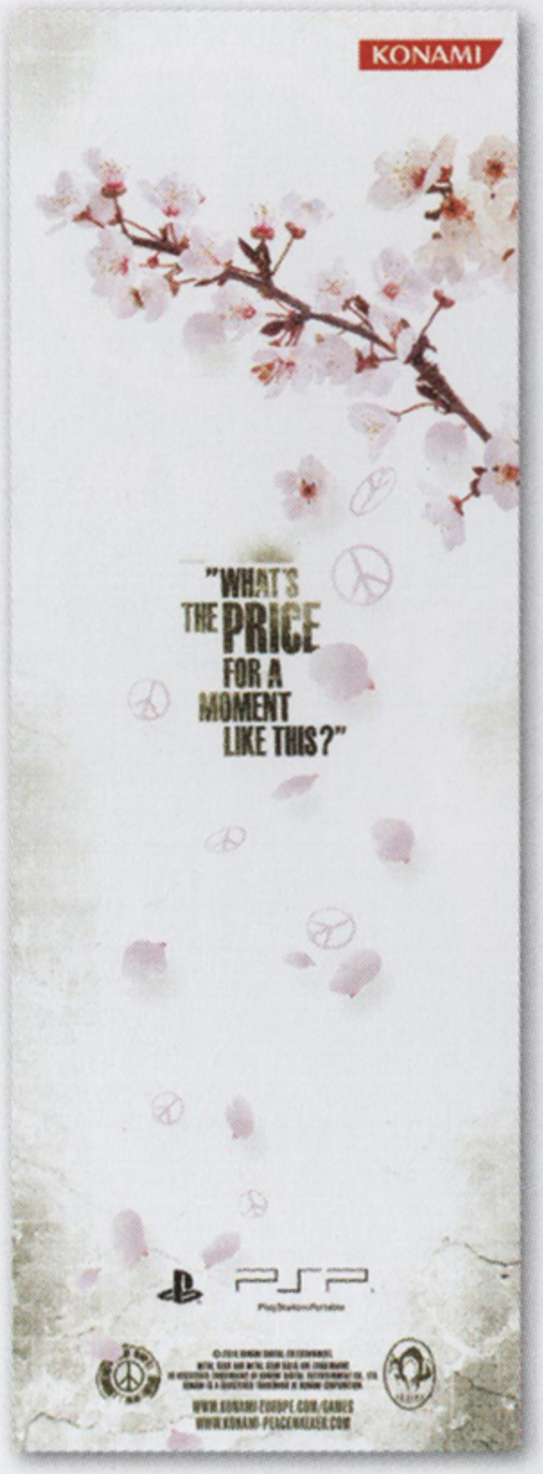
WWW.KONAMI-PEACEWALKER.COM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FOR A
MOMENT
LIKE THIS?"
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TO PAY
SO THAT
WE
CAN JUST
DRIFT?"
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PlayStation.Portable
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KONAMI
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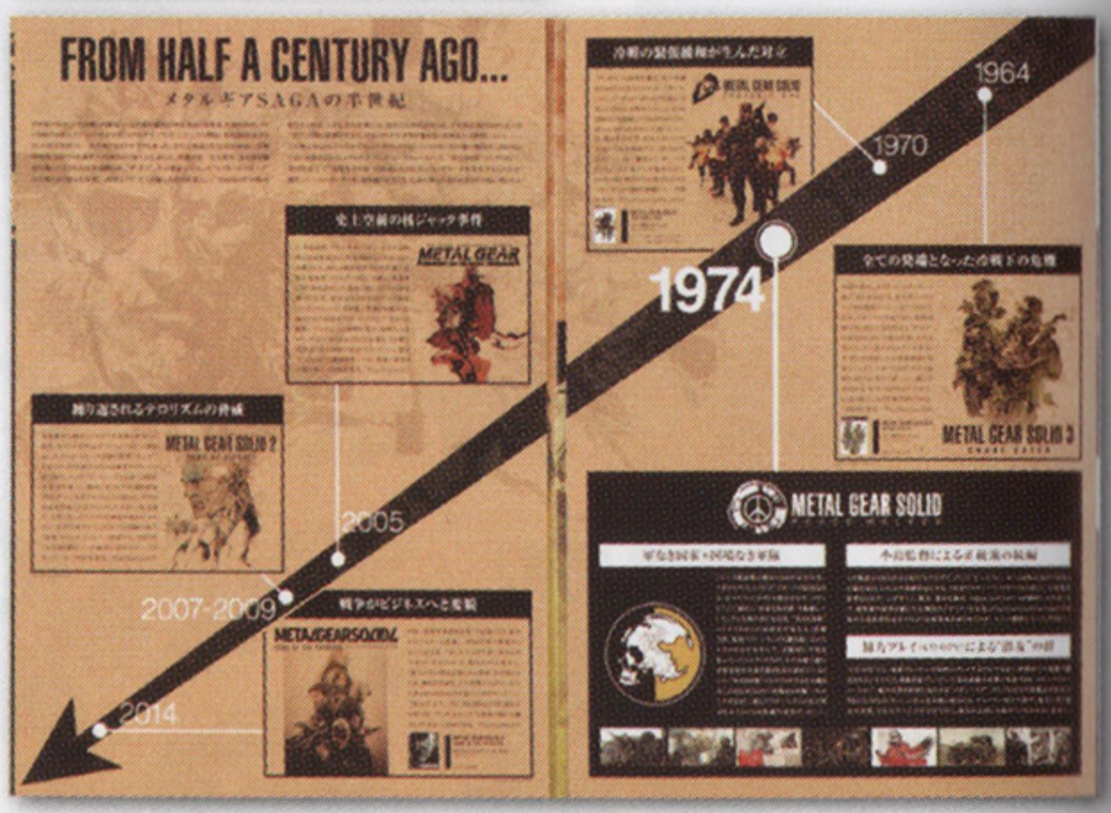
SACRIFICE
IS THE
PRICE FOR
PEACE"
A HIDEO KOJIMA GAME
METAL GEAR SOLID
PEACE WALKER
WWW.KONAMI-EUROPE.COM/GAMES
WWW.KONAMI-PEACEWALKER.COM
PSP
PlayStation.Portable



Front Cover | Back Cover | Inside | Full Foldout

PAMPHLET | TGS 2009 | JP | 8P | 257 x 364 mm

Front Cover | Back Cover

SNAKE, DON'T LET PEACE WALKER GET AWAY!
CLIP! CLAP!
ITS TOO LATE, BIG BOSS.
SNAKE!
WHATEVER YOU DO, I'M REGGINO! NOW, DON'T LET MY PEACE WALKER LAUNCH A NUKE!

Center Spread

Inside | Inside

BOOKLET | PREMIUM PACKAGE | JP | 64P | 184 x 257 mm

A 64-page original booklet bundled with the Konami Style-limited edition version. The cover is embossed with a peace sign.

HD

HD EDITION

2011

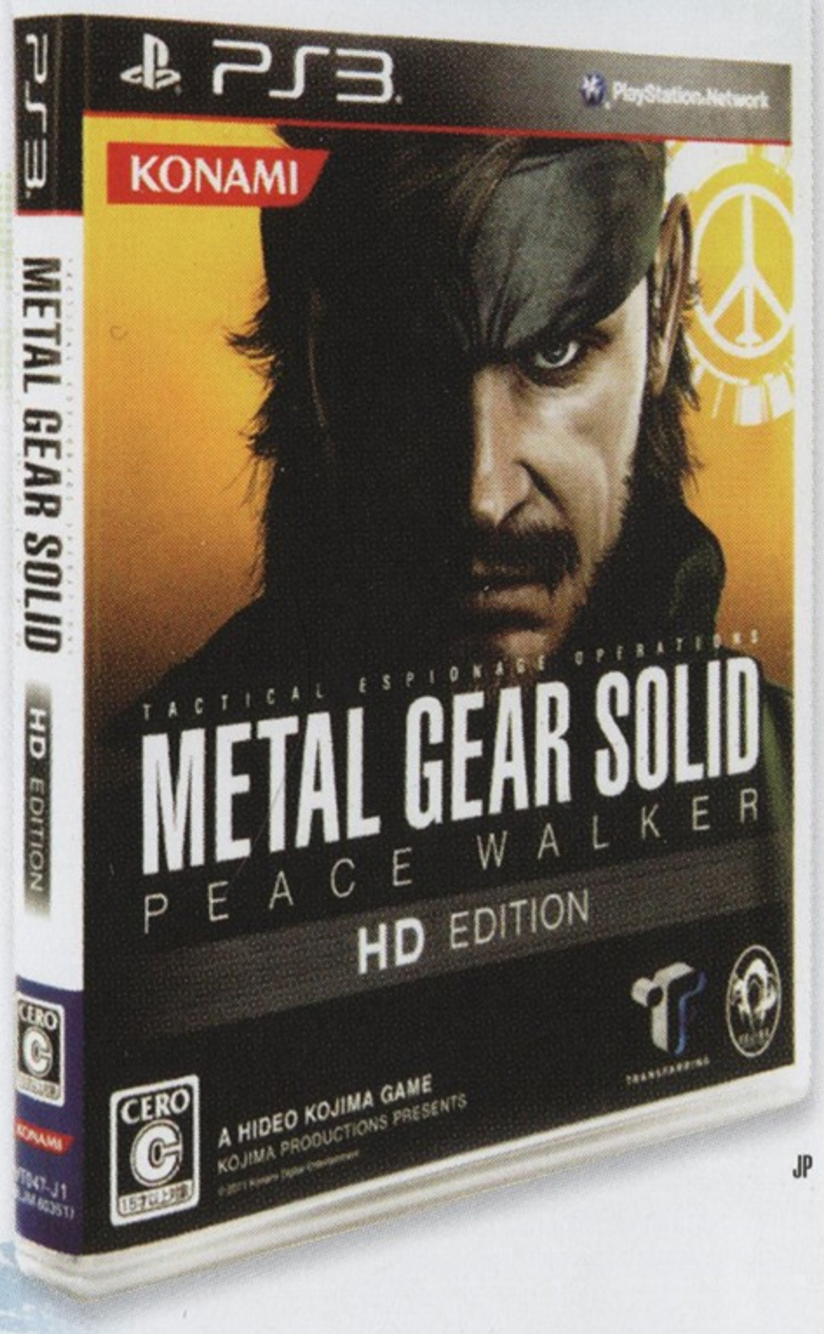
METAL GEAR SOLID
HD EDITION

METAL GEAR SOLID
PEACE WALKER
HD EDITION

HD

Metal Gear Solid HD Collection contains ***MGS PW*** (480×272 res) for the PlayStation®Portable as well as ***MGS2*** and ***MGS3*** (720x480 res each) for PlayStation®2, only remastered in HD (1280x720 res) for the PlayStation®3. In the poster, Snake's and Raiden's faces are portrayed with stunning clarity to represent the vivid image quality of these remastered titles. As ***MGS2*** and ***MGS3*** launched the series into its phase of visual realism, the Japanese ads feature the copy "Origins." As ***MGS PW*** was the latest title at the time of the HD Collection's launch, it features the ad copy "Climax."

METAL GEAR SOLID HD EDITION /
METAL GEAR SOLID PEACE WALKER HD EDITION



JP

JP

EU

US

In the United States and Europe, the HD releases were known as ***Metal Gear Solid HD Collection***.

POSTER | JP | 515 x 728 mm

METAL GEAR SOLID HD EDITION / METAL GEAR SOLID PEACE WALKER HD EDITION

POSTER | JP | 515 x 728 mm

METAL GEAR SOLID 2
SONS OF LIBERTY
HD EDITION
METAL GEAR SOLID
PEACE WALKER
HD EDITION
METAL GEAR SOLID 3
SNAKE EATER
HD EDITION
FIRST TIME, SECOND STRIKE, TRIPLE EXCITING!
PS3
A HIDEO KOJIMA GAME
METAL GEAR SOLID
HD COLLECTION
SONS OF LIBERTY, SNAKE EATER, PEACE WALKER for the very first time
far far away, behind the word mountains, far from the countries Vokalia and Consonantia, there they live with the
blind texts. Separated they live in Bookmarksgrove right at the coast of the Semantics, a large language ocean
live with the blind texts behind the word mountains.
KONAMI
A HIDEO KOJIMA GAME
WWW.METALGEARSOLID.COM
CLASSICS HD
METAL GEAR SOLID
HD COLLECTION
18
KONAMI

top) **BACK BOARD | JP | 2200 x 3000 mm**
Created for use onstage at a launch party event.

bottom) **POSTER | US**

25th

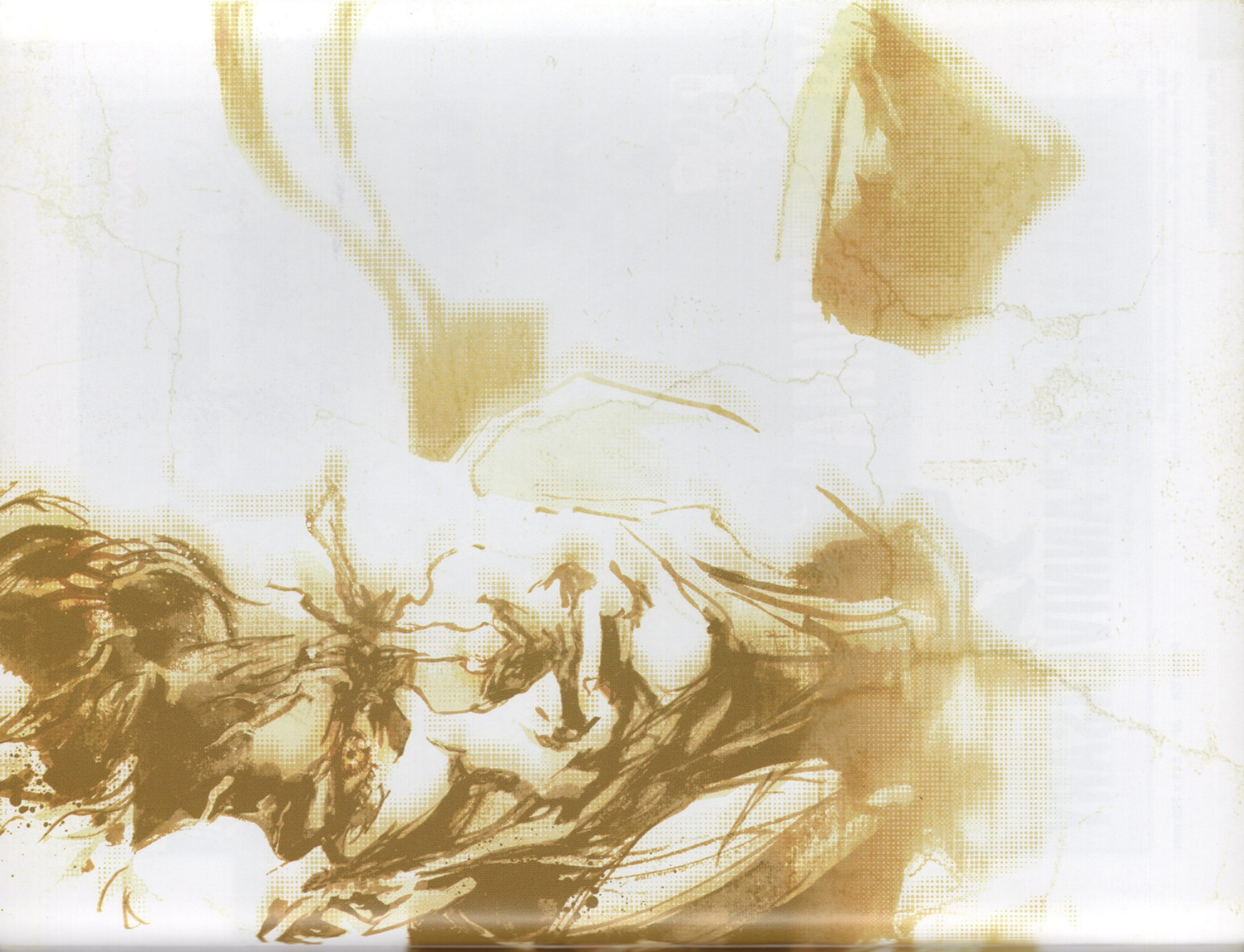
25th
1987-
2012

2012

METAL GEAR
25th ANNIVERSARY

25TH

The Metal Gear franchise marked its 25th anniversary in 2012. Konami held the Metal Gear 15th Anniversary Party on August 30 to celebrate. Below you'll see the many posters displayed there. Included is a poster for a demo titled ***Metal Gear Solid: Ground Zeroes***. The game has since been officially announced in tandem with ***Metal Gear Solid V: The Phantom Pain***. These latest additions to the franchise are now under development using the FOX Engine.



POSTER | JP | 515 x 728 mm

ADVERTISEMENT | JP | 1456 x 1030 mm

A massive ad displayed on the side of a building during the ad blitz that ran in Tokyo Midtown in conjunction with the Metal Gear 25th Anniversary Party.

KONAMI
1987
METAL GEAR
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
1998
TACTICAL ESPIONAGE ACTION
METAL GEAR
SOLID
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

ADVERTISEMENT | JP | 1456 x 1030 mm

An ad displayed at Roppongi Station in conjunction with the Metal Gear 25th Anniversary Party.

KONAMI
その腕では現役引退だな
2001
REVOLVER
OCELOT
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
生きて逢えたら
答えを教えてやる
1998
SOLID SNAKE
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
未来を創ることと
過去を語り伝えることは
同じなんだ
2001
SOLID SNAKE
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
次の世代に伝えたいことがある――
2001
RAIDEN
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
好きか嫌いか…
そのどちらかでないといけないのか
2004
NAKED SNAKE
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
俺は英雄じゃない
2008
OLD SNAKE
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
大人になるという事は
自分で生き方をきめることだ
2010
BIGBOSS
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
俺はこれが正義だと
弱者を守るためだと思っていた
だが違ったんだ
2013
RAIDEN
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

KONAMI
待たせたな
SNAKE
1987-2012
25th
METAL GEAR
25th ANNIVERSARY
25年 生き抜くのは、容易ではない。

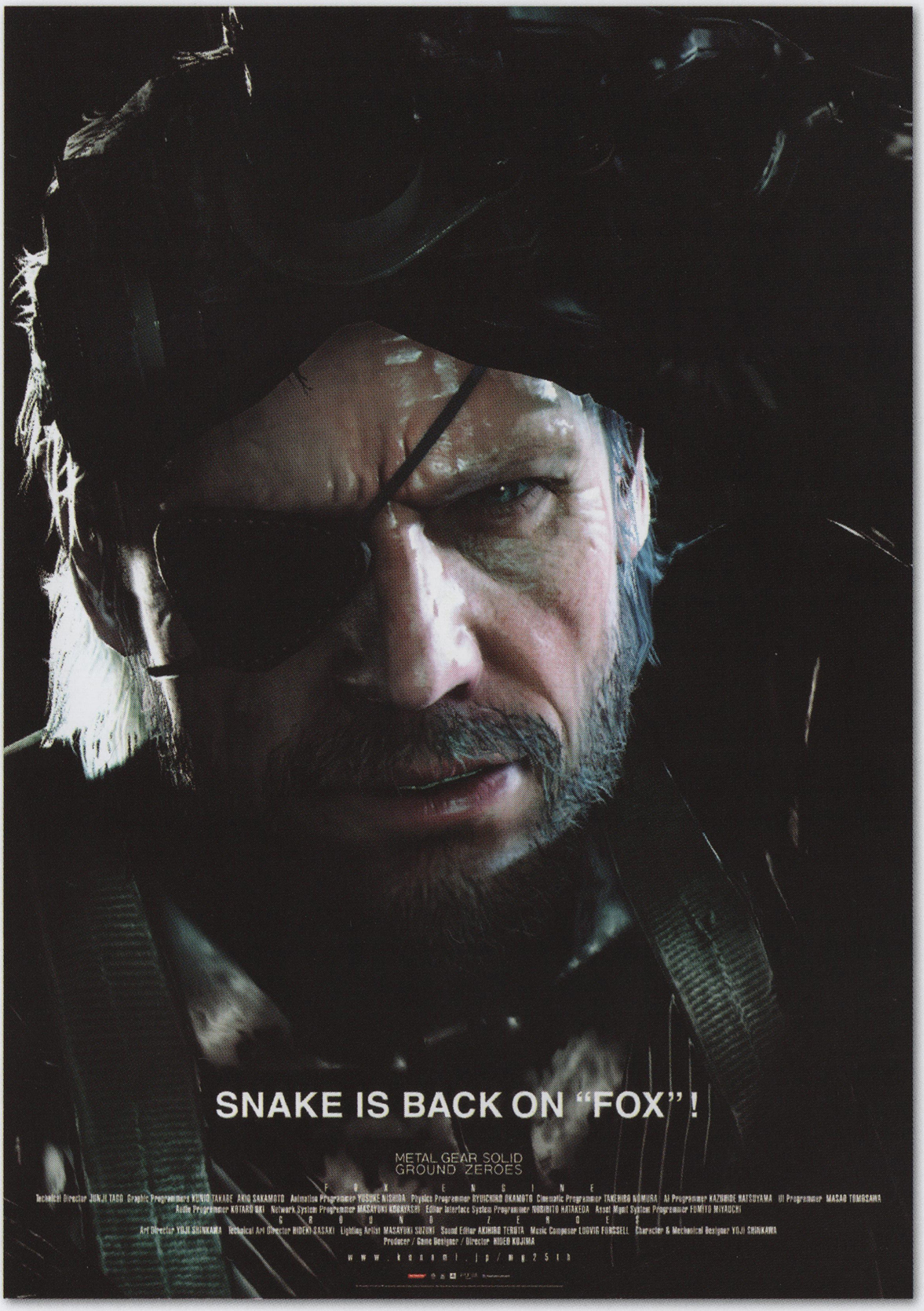
ADVERTISEMENT | JP | 815 x 1070 mm

Twenty-three well-known characters from the series that were used in ads wrapped around columns at the Tokyo Midtown Galleria.

Following the conclusion of the Metal Gear 25th Anniversary Party, Snake from ***Metal Gear Solid: Ground Zeroes*** made a surprise appearance.

POSTER | JP | 728 x 1030 mm

A poster for ***Metal Gear Solid: Ground Zeroes*** that was unveiled at the Metal Gear 25th Anniversary Party.
The text was flipped for a special reason.


SNAKE IS BACK ON "FOX" !
METAL GEAR SOLID
GROUND ZEROES
F O X E N G I N E
Technical Director JUNJI TAGO Graphic Programmers KUNIO TAKABE AKIO SAKAMOTO Animation Programmer YUSUKE NISHIDA Physics Programmer RYUICHIRO OKAMOTO Cinematic Programmer TAKEHIRO NOMURA AI Programmer KAZUHIDE MATSUYAMA UI Programmer MASAO TOMOSAWA
Audio Programmer KOTARO IKI Network System Programmer MASAYUKI KOBAYASHI Editor Interface System Programmer NOBUHITO HATAKEDA Asset Mgmt System Programmer FUMITO MIYAUCHI
G R O U N D Z E R O E S
Art Director YUJI SHINKAWA Technical Art Director HIDEKI SASAKI Lighting Artist MASAYUKI SUZUKI Sound Editor AKIHIRO TERUTA Music Composer LUDVIG FORSSELL Character & Mechanical Designer YOJI SHINKAWA
Producer / Game Designer / Director HIDEO KOJIMA
www.konami.jp/mgz5th

POSTER | JP | 728 x 1030 mm

Another version of poster for ***Metal Gear Solid: Ground Zeroes***, a game currently being developed using the Fox Engine.

A HIDEO KOJIMA GAME

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

THE LEGACY COLLECTION 1987-2012

KONAMI

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